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Credit Where Credit Is Due

Paper Story owes its existence to the following people:

- Nintendo & Intelligent Systems for creating these games in the first places. Please support the original developers.
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Always remember, Paper Story is a free product and 100% open source for you, the fans, to enjoy.

-Deuce

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I hope the Species Compendium sparks your imagination, and gives you some fun ideas of your own!

Art credits for each original character design, from left to right, top to bottom:

Shy Goth, Mr Jacksaw, Tempestro, Gark & Merlucky:	LandsharkRAWR
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Prof. Bobbert:	unidentified_goose

The Species Compendium

While all the Species of the Mushroom Kingdom are wildly different, their advantages are roughly alike. A playable Species in Paper Story looks something like this:

Species Name **Stat Modifiers** **Base Power & Defense**

Pros

The Skill Specialisations and other Traits that make denizens of that Species more capable.

Some Traits, like Immune, will be described in more detail like this.

Some collections of positive traits will be grouped in a coloured box, like this.

Cons

The Traits that a character of that Species have to deal with that are generally less desirable.

Some Traits, like Weakness, will be described in more detail like this.

Some collections of negative traits will be grouped in a coloured box, like this.

Other Traits

Any other qualities the Species has that may not fit neatly into a Pro or a Con go here in one large block underneath Pros and Cons.
Most often this is for Species with a State Trait, which grants them contextual bonuses/penalties.

A description of the Species and how they fit into the world. These descriptions are simple and general, and do not define individual members of their Species.

Tech Defaults

Sets of Technique Traits a character of that Species can include when they start designing an Innate Technique, without affecting its cost.
Multiple instances of a Trait are listed as "Trait x2", "Trait x3", and so on.

Each Technique can only benefit from one set of Tech Defaults without affecting its cost at a time.

Each set of Tech Defaults is set apart by line, with multiple Traits in a set split up by commas.

- Example Tech 1
- Example Tech 2, 2nd part of Tech 2
- Example Tech 3

Any *Required* or *Optional* effects are listed underneath, and can (or must) be taken as additional Tech Defaults on any Innate Technique.

Example Techniques

An example of a Technique a first-level character of this Species might use.
Includes potential outcomes and skills required for Primary and Secondary checks.

Example (X FP)
Primary Check
Secondary Check
Includes potential outcomes and skills required for Primary and Secondary checks.
Traits used sit here in italics, for reference.

Bandit

+1 Heart, +1 Spirit

1 Power, 0 Defense

Pros

+Athletics (Run)
+Notice (Tricks)
+Trickery (Theft)

Cons

N/A

While not every Bandit is a thief, they have their name for a reason. Bandits tend towards more direct petty thievery, cons and trickery. A Bandit is more likely to smash-and-grab than to skulk around.

Tech Defaults

- Disarm x2
- Snatch
- Overrun
- Variant (Trickery)

Example Techniques

Barging Theft (0 FP)
Slams the enemy and steals one of their Tools, Disarming them.
Coordination:
Nice!: 1 DMG
Good!: 2 DMG
Trickery (+Theft):
Nice!: Disarm Tool (1) for 4 turns
Good!: Disarm Tool (2) for 4 turns
Great!: Disarm Tool (3) for 4 turns
Wonderful!: Disarm Tool (4) for 4 turns
Disarm (Tool) x4, Unwieldy

Cunning Poison (4 FP)
Sneakily delivers a poison attack, dealing Lingering damage for 5 turns.
Trickery:
Nice!: Lingering (2) for 5 turns
Good!: Lingering (3) for 5 turns
Great!: Lingering (4) for 5 turns
Wonderful!: Lingering (5) for 5 turns
Variant (Trickery), Empower, Lingering x5, Harmless

Beanish

+2 Spirit
or +1 Spirit, +1 Courage

1 Power, 0 Defense

Pros

+Craft (Beans)
+Knowhow (Any)
+Cheer (Comedy)

Cons

N/A

Hailing from the Beanbean Kingdom, Beanish are a rare sight abroad. Their quick wits and good humour make them reliable and likable allies. On the other hand, they tend to be more self-centred than their mushroom neighbours, and they count a few rogues among their number.

Tech Defaults

- Boost (Any)
- Flowery
- Shared
- Tool

Optional: Add a single Split Slot to Flowery Techniques which can't contain Strikes

Example Techniques

Chuckle Charge (0 FP)
Distractedly rams the enemy while laughing. Invigorates the user to restore FP.
Athletics:
Nice!: 1 DMG
Good!: 2 DMG
Cheer (+Comedy):
Nice!: +1 FP
Good!: +2 FP
Variant (Athletics), Unwieldy
+ Split Slot (Flowery x2, Self)

Laugh It Off (4 FP)
Cracks a joke about the enemy, helping to boost morale for their allies.
Cheer (+Comedy):
Good!: +1 Attack and +1 Defense for 3 turns
Great!: +2 Attack and +2 Defense for 3 turns
Boost (Attack) x2, Allies, Boost (Defense) x2, Lengthen, Harmless (Indirect), Unwieldy

Birdo

+1 Heart, +1 Spirit

1 Power, 0 Defense

Pros

+Aim (Shoot)
+Athletics (Brawn)
+Notice (Scent)
Immune (Charm)
Carrier

Cons

Weakness (Scent)
The Level and Duration of all Statuses you suffer from scent-based sources are doubled.

Birdos are strange dinosaurs from distant lands with the ability to shoot eggs – and other objects – from their snout. Brawny and quick-witted, these excitable creatures excel wherever they're found.

Tech Defaults

- Launch
- Provoke x2
- Ranged
- Throw

Optional: Element (Blast) on Ranged attacks

Example Techniques

Egg Shot (0 FP)
Blasts an enemy with an explosive egg attack.
Aim (+Shoot):
Auto: 1 Blast DMG
Nice!: 2 Blast DMG
Ranged, Element (Blast)

Snout Shooter (5 FP)
Swallow an enemy in melee, then spit them out at another target at range. Both targets take damage.
Aim (+Shoot):
Auto: 1 DMG
Nice!: 2 DMG
Deals +2 DMG for each extra Grade.
Throw x2, Scaling

Blargg

+1 Heart

2 Power, 0 Defense

Pros

+Athletics (Swim)

+Trickery (Stealth)

+Bully (Surprises)

Immune (Fire)

> You recover HP equal to the attack's raw damage (minimum 1 HP).
> If there's any excess HP, your Attack is Boosted (1) for a number of turns equal to the excess HP.

2 Resist (Blast, Flammable Material)

Adapted (Lava)

Carrier

Contact

> The attacker takes 1 Piercing Fire DMG, and you make a Steady check; the attacker suffers a Lingering (1) burn for 1 turn for each Grade of Success.

Cons

Weakness (Ice, Water)

> You take double damage. If this Technique wouldn't usually deal damage, it deals 2 Piercing damage. Your Attack is Weakened (1) for a number of turns equal to the damage taken.

Legless

Handless

Blarrgs are elemental beings with an affinity for the lava – often taking the form of predatory dinosaurs. They thrive as ambush hunters, lunging out of the lava when their foe least expects it. They're not quite as capable on dry land, but will often spread lava around to make their way – no matter the consequences.

Tech Defaults

- Counter
- Lingering x2
- Spillover
- Terrain (Heatwave/Lava)

Optional: Element (Fire) on attacks and Lingering Techniques

Example Techniques

Wait 'n' Lunge (0 FP)

Prepares to intercept and lunge at the foe the second they get too close to the target.

Athletics:

Makes the target Secure and bestows the below as a Contact Trait, functioning against direct and indirect attacks.

Persists until the next round or until triggered; ends if the target takes damage or is no longer Secure.

Good!: 4 Fire DMG

Counter x2 (VS Indirect, Secure), Element (Fire), Strong, Commitment (Primary), Unwieldy

Lava Deluge (3 FP)

Spews forth a deluge of lava at the nearest foe, then swims through it to spread the lava around to the affected area.

Excess damage spills over to new targets.

Coordination:

Good!: 6 Fire DMG

Athletics (+Swim):

Good!: Lava (Level 1) for 3 rounds

Element (Fire), Terrain (Lava), Lengthen x2, Spillover, Strong x2, Variant (Athletics), Commitment (Primary), Unwieldy x2

Blizzard

+1 Heart, +1 Spirit

1 Power, 0 Defense

Pros

+Aim (Throw)

+Athletics (Jump)

+Crafts (Snow)

Immune (Ice)

You heal +5 HP instead.

1 Resist (Water)

Construct (Lifelike)

Cons

Weakness (Disorient)

The Level and Duration of any Disorientation inflicted on you is doubled.

Weakness (Fire)

You take double damage. If this Technique wouldn't usually deal damage, it deals 2 Piercing damage. Your Attack is Weakened (1) for a number of turns equal to the damage taken.

Legless

Blizzards (formally, Mr Blizzards) are enchanted snow sculptures, which can spring up from the snow on their own or else be made by other Blizzards. Just getting around can be a little awkward for them, and hot weather is always a concern, but they're brimming with enthusiasm for life.

Tech Defaults

- Aerial
- Daze x2
- Ranged
- Terrain (Snow)

Optional: Element (Ice) on Daze or Ranged Techniques

Example Techniques

Snowball Lob (0 FP)

Lobs a snowball in an overhead arc.

Aim (+Throw):

Auto: 1 Ice DMG

Nice!: 2 Ice DMG

Element (Ice), Ranged

Snow Storm (4 FP)

Whips up a freezing blast of wind, attempting to freeze the enemy group.

Coordination:

Good!: 4 Air Ice DMG

Bully:

Nice!: Daze (Level 1) for 2 turns

Good!: Daze (Level 2) for 2 turns

Daze x2, Element (Ice), Element (Air), Group (Indirect), Strong, Commitment (Primary), Unwieldy

Blooper

+2 Spirit

1 Power, 0 Defense

Pros

+Athletics (Swim)
+Notice (Underwater)
+Trickery (Deception)
1 Resist (Shock, Water)
Adapted (Water)
Carrier (In Water)
Hover

Cons

N/A

Bloopers are equally adept in the air and underwater, though they're more comfortable swimming. They're not picky about where they swim, though the larger area the better, as with enough time they can grow to huge sizes.

Tech Defaults

- Counter
- Disorient
- Ranged
- Stun

Optional: Element (Shock) on Counter or Stun Techniques,
or Element (Water) on Disorient or Ranged Techniques

Example Techniques

Ink Cloud (0 FP)
Blasts an enemy in melee with an inky water jet.
Coordination:
Nice!: 1 Water DMG
Good!: 2 Water DMG
Trickery (+Deception):
Nice!: Disorient (1) for 1 turn
Disorient, Element (Water), Indirect, Unwieldy

Electric Sheen (3 FP)
You generate static electricity, punishing melee attackers.
Steady:
Bestows the below on the user as a Contact Trait.
Persists for 1 full round.
Nice!: 2 Piercing Shock DMG
Good!: 4 Piercing Shock DMG, +1 round duration
Additional Grades earn +1 round duration.
Bully:
Good!: Daze (1) for 3 turns
Great!: Daze (2) for 3 turns
Wonderful!: Daze (3) for 3 turns
Counter (Duration), Element (Shock), Piercing, Daze x3, Strong, Self, Unwieldy x2

Bob-Omb

+1 Heart, +1 Spirit

1 Power, 1 Defense

Pros

+Athletics (Explode)

+Crafts (Demolition)

or +Crafts (Explosives)

+Crafts (Repairs)

Immune (Poison)

1 Resist (Ice)

Construct (Lifelike)

Cons

Weakness (Blast, Fire)

You take +2 damage and detonate harmlessly, leaving you completely Stunned (6) for the next 2 turns.

Handless

Bob-Ombs are demolitions experts. As much as it confuses people, Bob-Ombs suffer no ill effects from blowing themselves up, and many seem to relish the act. Despite this they are rarely violent and often even-tempered.

Tech Defaults

- Burst
- Indirect
- Ranged
- Scaling

Optional: Element (Blast) on attacks, *or* Element (Blast) and Variant (Athletics) on Indirect attacks

Example Techniques

Quick Blast (0 FP)

Quickly detonates to blast foes away.

Athletics (+Explode):

Nice!: 4 DMG

Element (Blast), Indirect, Variant (Athletics), Strong, Commitment (Primary)

Bob-Ombast (7 FP)

A powerful explosion that blasts everything away – including your allies.

Athletics (+Explode):

Nice!: 4 DMG

Good!: 8 DMG

Deals +2 DMG for each extra Grade.

Element (Blast), Scaling, Variant (Athletics), All (Indirect), Strong x3, Unwieldy

Boo

+2 Spirit

1 Power, 0 Defense

Pros

+Trickery (Dodge)

+Knowhow (Lore)

+Bully (Surprises)

Immune (Fear, Poison)

Immune (Shadow)

> You recover HP equal to the attack's raw damage (minimum 1 HP).
> If there's any excess HP, your Attack is Boosted (1) for a number of turns equal to the excess HP.

Fly

Hover

Intangibility

Invisibility

Mirage

Undead (Lifelike)

Cons

Weakness (Life Magic, Sudden Light, Stars)

> Any HP you would normally recover is treated as damage instead; then, you take double damage.
> If this Technique wouldn't usually deal damage, it deals 2 Piercing damage.
> You're left Dazed (1) for a number of turns equal to the damage taken.

Legless

The origins of Boos are shrouded in mystery. What is known for sure though is they're ghosts with a penchant for trickery. While most are reclusive, few Boos can resist a good scare.

Tech Defaults

- Boost (Dodge)
- Element (Shadow)
- Fear x2
- Secure (Intangible)

Optional: Element (Shadow) on Indirect or Ranged Techniques

Example Techniques

Frightening Smack (0 FP)

A spooky backhand terrifies the foe, causing them to either flee or cower in fear.

Coordination:

Nice!: 1 DMG

Good!: 2 DMG

Bully (+Surprises):

The target chooses to attempt to flee, or one of the below Statuses.

Nice!: Stun (1) or -1 Attack for 4 turns

Good!: Stun (2) or -2 Attack for 4 turns

Great!: Stun (3) or -3 Attack for 4 turns

Wonderful!: Stun (4) or -4 Attack for 4 turns

Fear x4, Unwieldy

Outta Sight (0 FP)

Hides you and your allies away from attacks.

Trickery (+Evade):

Nice!: Become Secure for one turn

Secure, Allies, Shared, Harmless

Bristle

+1 Heart

1 Power, 2 Defense

Pros

+Guard (Melee)

+Notice (Vibrations)

+Bully (Needling)

Immune (Contact)

> This Immunity is negated if the attacker uses an Indirect attack or is otherwise unaffected by your spikes.

Immune (Fire, Poison)

1 Resist (Earth, Shock)

Contact

> The attacker takes 1 Piercing DMG, and you make a Steady check; the attacker is Dazed (1) for 1 turn for each Grade of Success.

Construct

Cons

Weakness (Blast, Quake)

> You are flipped over, leaving you completely Stunned (6) for the next 2 turns.
>
> You retain your Defense against Blast attacks.

Handless

Legless

Bristles are ancient golems and extremely difficult to approach, given all their prickly bits. They can be extremely patient and, often, vindictive. These traits made for excellent guards, but because of this they often have trouble integrating into the modern world.

Tech Defaults

- Counter
- Indirect
- Piercing
- Terrain (Spikes)

Optional: Variant (Bully) on Counter, Secure or Terrain (Spikes) Techniques

Example Techniques

Scattered Spines (0 FP)

Spins into the foe and attacks with their bristles while scattering spines around themselves.

Coordination:

Nice!: 1 DMG

Good!: 2 DMG

Bully (+Needling):

Good!: Terrain (Spikes) for 2 rounds

Variant (Bully), Indirect, Lengthen, Split, Unwieldy x2 + Split Slot (Terrain (Spikes), Self)

Sentinel (2 FP)

Covers for allies by hounding the enemy, focusing entirely on defense. Leaves the user exhausted for a turn while they focus.

Bully (+Needling):

Renders themselves and all allies Secure and bestows the below as a Contact Trait. Persists for 1 full round; ends if a target takes damage or is no longer Secure.

Good!: 2 Piercing DMG

Great!: 4 Piercing DMG, +1 round duration

Additional Grades add +1 round duration.

Counter (Duration, Secure), Variant (Bully), Allies, Piercing, Shared, Strong, Exhausting, Unwieldy x2

Broozer

+1 Heart, +1 Spirit

1 Power, 0 Defense

Pros

+Athletics (Brawn)

+Trickery (Dodge)

+Bully (Shove)

Immune (Charm, Fear, Poison)

Immune (Shadow)

> You recover HP equal to the attack's raw damage (minimum 1 HP).
> If there's any excess HP, your Attack is Boosted (1) for a number of turns equal to the excess HP.

Invisibility

Undead (Lifelike)

Cons

Weakness (Confuse, Provoke)

> The Level and Duration of any of these Statuses inflicted on you is doubled.

Weakness (Life Magic, Sudden Light, Stars)

> Any HP you would normally recover is treated as damage instead; then, you take double damage.
> If this Technique wouldn't usually deal damage, it deals 2 Piercing damage.
> You're left Dazed (1) for a number of turns equal to the damage taken.

Like their Boo cousins, Broozers are reclusive, mysterious ethereal beings. Unlike them, they're largely aggressive and confrontational, and would rather clobber intruders than enjoy a good scare. Despite this, most Boo enclaves recognise how useful a Broozer bouncer can be.

Tech Defaults

- Boost (Attack)
- Element (Shadow)
- Sequential
- Strong

Optional: Element (Shadow) on Indirect or Ranged Techniques

Example Techniques

Whirlwind Fists (0 FP)

Rushes the enemy while spinning their fists.

Coordination:

Good!: 2 DMG

Attacks 1 more target behind the first, and +1 target after that for each additional Grade of Success.

Sequential, Strong, Unwieldy

Power-Up Punch (3 FP)

Winds up a punch, then smacks the foe; Attack is boosted afterwards from the workout, but cools down quickly.

Coordination:

Good!: 6 DMG

Athletics (Brawn):

Nice!: +1 Attack for 1 turn

Good!: +2 Attack for 1 turn

Great!: +3 Attack for 1 turn

Strong x2, Split, Commitment (Primary), Unwieldy
+ Split Slot (Boost (Attack) x3, Self, Shorten x2)

Bubble

+2 Spirit

1 Power, 0 Defense

Pros

+Magic (Fire)

+Magic (Illusion)

+Bully (Surprises)

Immune (Charm, Fear, Poison)

Immune (Fire, Shadow)

> You recover HP equal to the attack's raw damage (minimum 1 HP).
> If there's any excess HP, your Attack is Boosted (1) for a number of turns equal to the excess HP.

2 Resist (Flammable Material)

Adapted (Lava)

Contact

> The attacker takes 1 Piercing Fire DMG, and you make a Steady check; the attacker suffers a Lingering (1) burn for 1 turn for each Grade of Success.

Clone

Efficient (Fire)

Fly

Hover

Mirage

Undead (Lifelike)

Cons

Weakness (Blast, Ice, Life Magic, Stars, Water)

> Any HP you would normally recover is treated as damage instead; then, you take double damage.
> If this Technique wouldn't usually deal damage, it deals 2 Piercing damage.
> Ice and Water effects douse your flames, causing your Attack to be Weakened (1) for a number of turns equal to the damage taken.
> Other effects instead leave you Dazed (1) for a number of turns equal to the damage taken.

Handless

Legless

Also known as Podoboos or Embers, Bubbles are frightful spirits of flame – though exactly how fearsome they appear will vary from person to person, or Bubble to Bubble. In between this and their fiery nature they're rarely welcomed into society, but their magical power is undeniable and must be respected.

Tech Defaults

- Element (Fire)
- Fear x2
- Lingering x2
- Ranged

Optional: Element (Fire) on attacks or Lingering Techniques

Example Techniques

Charcoal Charge (0 FP)
A blazing tackle attack.
Coordination:
Auto: 1 Fire DMG
Nice!: 2 Fire DMG
Magic (+Fire):
Nice!: Lingering (1) for 2 turns
Good!: Lingering (2) for 2 turns
Lingering x2, Element (Fire)

Dread Mirage (3 FP)
Conjures a terrifying visage to scare off a group of foes, causing them to either flee or cower in fear.
Magic (+Illusion):
The target chooses to attempt to flee, or one of the below Statuses.
Nice!: Stun (1) or -1 Attack for 2 turns
Good!: Stun (2) or -2 Attack for 2 turns
Fear x2, Group, Variant (Magic), Harmless

Bub-Ulb

+1 Heart, +1 Courage

1 Power, 0 Defense

Pros

+Athletics (Burrowing)

+Crafts (Gardening)

or +Knowhow (Gardening)

+Cheer (FP)

Immune (Water)

You heal +5 HP instead.

1 Resist (Quake, Shock)

Adapted (Burrowing)

Elevation

Requires elevated earth to burrow into.

Cons

Weakness (Fire)

You take +2 damage and suffer from a Lingering burn, lasting a number of turns equal to the damage taken.

Handless

Bub-Ulbs are living flowers who take great pride in their own appearance and the gardens they care for. Most often they stay buried underground, but keep an awareness of their surroundings through their flowers.

Tech Defaults

- Flowery
- Secure (Burrowed)
- Terrain (Overgrown)
- Underfoot

Optional: Add a single Split Slot to Flowery Techniques which can't contain Strikes, *or* Element (Earth) on melee attacks

Example Techniques

Petal Swipe (0 FP)

A swipe with their lengthy flowering head scatters petals at the enemy while restoring some of their own FP.

Coordination:

Nice!: 1 Earth DMG

Good!: 2 Earth DMG

Cheer (+FP):

Nice!: +1 FP

Good!: +2 FP

Element (Earth), Reach, Unwieldy

+ Split Slot (Flowery x2, Self)

Hedge Hemmer (1 FP)

Causes a large hedge to pop up from the ground, striking everyone in the enemy group from underneath and splitting them into two groups. Fails against hovering or flying enemies.

Crafts (+Gardening):

Good!: 4 Earth DMG

Trickery:

Good!: Splits affected enemies into two groups for the next 2 full rounds.

Underfoot (Element (Earth)), Divider, Lengthen, Strong, Variant (Crafts), Commitment (Primary), Unwieldy x2

Bullet Bill

+1 Heart, +1 Courage

1 Power, 1 Defense

Pros

+Athletics (Flight)
+Crafts (Repairs)
+Bully (Shove)
Immune (Poison)
1 Resist (Ice)
Construct (Lifelike)
Fly

Cons

Weakness (Blast, Fire)
You take +2 damage and detonate harmlessly, leaving you completely Stunned (6) for the next 2 turns.
Legless

Originally manufactured to be intelligent, relentless weapons, Bullet Bills pursue their goals with single-minded dedication; in peace-time, things get a little more complicated for them.
Bullet Bills tend to look out for one another in the field with triage repairs, and this camaraderie is often extended to their friends and allies.

Tech Defaults

- Aerial
- Burst
- Scaling
- Strike-Through

Optional: Element (Blast) on melee attacks

Example Techniques

Bombard (0 FP)
Crash into the enemy from above like a mortar.
Athletics (+Flight):
Nice!: 3 Blast DMG
Good!: 6 Blast DMG
Can only be used while flying. You stop flying afterwards.
Aerial, Element (Blast), Strong, Situational (Common: Not without Plummeting)

Wrecking Calibre (1 FP)
Smashes into the enemy with a wreckless explosion.
You lose HP equal to ½ this attack's raw damage.
Athletics (+Flight):
Nice!: 4 Blast DMG
Good!: 8 Blast DMG
Deals +2 DMG for each extra Grade
Element (Blast), Scaling, Strong x3, Variant (Athletics), Blowback, Unwieldy

Bully

+1 Heart, +1 Courage

1 Power, 1 Defense

Pros

+Athletics (Brawn)
+Bully (Shove)
+Steady (Poise)
Immune (Charm, Poison)
1 Resist (Blast, Fire, Ice)
Construct (Lifelike)
Sinker

Cons

Weakness (Confuse, Provoke)
The Level and Duration of any of these Statuses inflicted on you is doubled.
Handless

Stubborn and territorial metal-clad brutes, it's said that the only thing harder to budge than a Bully is a Bully's opinion. When they find allies they can trust, they make for stalwart guardians – but most often, Bullies are a nuisance to others around them.

Tech Defaults

- Launch
- Overrun
- Provoke x2
- Strong

Example Techniques

Standing Bonk (0 FP)
Smashes a tough metal head into the enemy.
Coordination:
Nice!: 3 DMG
Good!: 6 DMG
Strong x2, Unwieldy

Domino Charge (5 FP)
Rushes into all enemies in the target group in melee range, pinning them and slamming them into other targets.
Athletics (+Brawn):
Good!: 3 DMG
Great!: 6 DMG
Bully (+Shove):
Good!: Launch each target into the target behind them, dealing 3 DMG to each new target. For each additional Grade of Success, launched targets hit one more enemy.
Can launch up to 3 targets at once.
Overrun, Launch x3, Strong x2, Variant (Athletics), Unwieldy x3

Bumpty

+1 Heart, +1 Courage

1 Power, 1 Defense

Concept: @tact.elive

Pros

+Athletics (Bump)
+Guard (Melee)
+Steady (Poise)
Immune (Ice, Shock)
1 Resist (Water)
Adapted (Snow, Water)

Cons

Weakness (Fire)
You take +2 damage and become Dazed (1) for a number of turns equal to the damage taken.

Short and stout penguins found mostly in the kingdom's colder climates. Though small and generally harmless, their rubbery feathers hold a hard-to-move, yet hard-moving force.

Tech Defaults

- Boost (Steady)
- Element (Ice)
- Launch
- Throw

Optional: Element (Ice) on Indirect or Ranged Techniques

Example Techniques

Bum-Rush (0 FP)
Run into a foe, sending them flying backwards!
Coordination:
Auto: 1 DMG
Nice!: 2 DMG
Athletics (+Bump):
For each Grade of Success, launch the foe into one target behind them, dealing 1 DMG to each.
Launch

Cozy Bundle (3 FP)
Wrap a target in a warm downy quilt, making them feel more secure for 4 turns.
Cheer:
Nice!: +1d6 to Steady for 4 turns
Good!: +2d6 to Steady for 4 turns
Great!: +3d6 to Steady for 4 turns
Wonderful!: +4d6 to Steady for 4 turns
Boost (Steady) x4, Harmless (Indirect)

Buzzy Beetle

+1 Heart

1 Power, 2 Defense

Pros

+Athletics (Climb)
+Athletics (Shells)
+Notice (Vibrations)
Immune (Blast, Fire)
Adapted (Climbing)

Cons

Weakness (Aerial, Quake)
You are flipped over; you retain your Defense against Aerial attacks initially, but otherwise your Defense is negated while you're flipped.
This leaves you completely Stunned (6) for the next 2 turns.
Handless

Buzzy Beetles are similar to Koopas, but less athletic, less sociable and far sturdier. They can often be found climbing around in dark caves, and despite their defensive prowess, tend to avoid direct confrontation.

Tech Defaults

- Boost (Defense)
- Counter
- Indirect
- Overrun

Optional: Variant (Athletics) on Indirect attacks

Example Techniques

Shell Spin (0 FP)
Hits one target in melee with a shell strike.
Athletics (+Shells):
Auto: 1 DMG
Nice!: 2 DMG
Indirect, Variant (Athletics)

Power Shell (3 FP)
Spin through all enemies on the ground with a shell strike.
Athletics (+Shells):
Auto: 1 DMG
Nice!: 2 DMG
Indirect, Variant (Athletics), Overrun

Cheep Cheep — +1 Heart, +1 Spirit — 1 Power, 0 Defense

Pros

+Athletics (Jump)
+Athletics (Swim)
+Notice (Underwater)
1 Resist (Fire, Water)
Adapted (Water)
Carrier (In Water)

While they excel in water, Cheep Cheep have great acrobatic skills too; though they dislike spending much time on land. They can expel water with considerable force, either to attack or as a deterrant.

Cons

Weakness (Shock)
> You take +2 damage and become Dazed (1) for a number of turns equal to the damage taken.

Handless
Legless

Tech Defaults

- Aerial
- Element (Water)
- Ranged
- Weaken (Any)

Optional: Element (Water) on Indirect or Ranged Techniques

Example Techniques

Belly Flop (0 FP)
Flops onto the enemy from above.
Athletics (+Jump):
Auto: 1 DMG
Nice!: 2 DMG
Aerial

Drench (5 FP)
Softens the foe up with water, weakening their Attack and Defense.
Bully:
Good!: -1 Attack & -1 Defense for 3 turns
Great!: -2 Attack & -2 Defense for 3 turns
Wonderful!: -3 Attack & -3 Defense for 3 turns
Weaken (Attack) x3, Element (Water), Weaken (Defense) x3, Harmless (Indirect), Unwieldy

Chomp — +2 Heart, -1 Spirit — 2 Power, 1 Defense

Pros

+Athletics (Brawn)
+Athletics (Jump)
+Bully (Bark)
2 Resist (Blast, Fire, Ice)
Immune (Poison)
Carrier

Chomps are terrifying beasts to behold; wild, reckless and virtually impossible to calm down. It's possible they could communicate and live peacefully, but they seem to prefer barking and biting at anything that moves.

Cons

Weakness (Charm, Confuse, Provoke)
> The Level and Duration of any of these Statuses inflicted on you is doubled.

Handless
Legless
Sinker

Tech Defaults

- Aerial
- Fear x2
- Strike-Through x2
- Strong

Required: Unwieldy (Primary) on attacks

Example Techniques

Power Chomp (0 FP)
Crunches the foe with powerful jaws.
Coordination:
Nice!: 3 DMG
Good!: 6 DMG
Strong, Unwieldy

Rolling Boulder (4 FP)
Rolls into melee and bowls enemies over, one by one, hitting up to 4 targets. Strikes get weaker after each target.
Athletics (+Brawn):
Good!: 4 DMG / 3 DMG / 2 DMG / 1 DMG
Great!: 8 DMG / 7 DMG / 6 DMG / 5 DMG
Strong x2, Strike-Through x3, Variant (Athletics), Unwieldy x2

Chuck

+2 Heart
or +1 Heart, +1 Courage

1 Power, 0 Defense

Pros

+Athletics (Any)
or +Aim (Throw)
+Athletics (Run)
+Cheer (Team)
Immune (Fear)

Cons

Weakness (Confuse, Provoke)
The Level and Duration of any of these Statuses inflicted on you is doubled.

Tough Koopas who primarily fixate on athletic ability, especially sports. When they're rallied to a cause, they're known for great brawn and unwavering faith in their allies – treating them like their favourite sports team.

Tech Defaults

- Aerial
- Launch
- Overrun
- Tool

Optional: Variant (Athletics) on Techniques that use an Athletics specialisation

Example Techniques

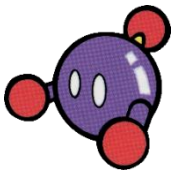
Football Toss (0 FP)
Hurls a trusty football into the enemy.
Aim (+Throw):
Nice!: 2 DMG
Good!: 4 DMG
Tool (Ranged), Strong, Unwieldy

Endzone Charge (2 FP)
Shoulder-charges straight through all enemies in front of them.
Athletics (+Run):
Nice!: 3 DMG
Good!: 6 DMG
Overrun, Variant (Athletics), Strong x2, Unwieldy

Chuckya

+2 Heart

1 Power, 1 Defense



Pros

+Athletics (Brawn)
+Aim (Throw)
+Bully (Grapple)
Immune (Poison)
1 Resist (Blast, Fire, Ice)
Construct (Lifelike)
Sinker

Cons

Weakness (Shock Attacks, Water)
You take +2 damage and become Confused (1) for a number of turns equal to the damage taken (minimum 1 turn).

Hefty clockwork automatons, capable of lifting great weights and throwing them around like they're nothing. Chuckyas are complex machines, but are fundamentally similar to Bob-Ombs in design. They tend to take silent pride in their work, but have the same spark of life.

Tech Defaults

- Disorient
- Snatch
- Strong
- Throw

Example Techniques

Go-Long Throw (0 FP)
Grabs onto the enemy, then tosses them into another target at range. Both targets take damage.
Athletics (+Brawn):
Good!: 4 DMG
Throw x2, Strong, Commitment (Primary), Unwieldy

Roundabout Toss (4 FP)
Grabs onto the foe, spins them about then tosses them into the closest enemy. Both targets take damage and are left dizzy.
Athletics (+Brawn):
Good!: 4 DMG
Bully (+Grapple):
Nice!: Disorient (1) for 3 turns
Good!: Disorient (2) for 3 turns
Great!: Disorient (3) for 3 turns
Throw, Disorient x3, Strong, Commitment (Primary), Unwieldy

Cleft

+1 Heart

1 Power, 2 Defense

Pros

+Guard (Melee)
+Trickery (Camouflage)
+Steady (Poise)
Immune (Fire, Poison)
1 Resist (Earth, Shock)

Cons

Weakness (Aerial, Blast, Quake)
You are flipped over; you retain your Defense against Aerial and Blast attacks initially, but otherwise your Defense is negated while you're flipped.
This leaves you completely Stunned (6) for the next 2 turns.
Handless
Sinker

Clefts are truly stoic creatures, made almost entirely of solid stone and virtually indistinguishable from ordinary rocks. They're resilient in the face of most attacks, making them reliable defenders.

Tech Defaults

- Boost (Attack/Defense)
- Counter
- Launch
- Quake

Example Techniques

Earthshaker (0 FP)
You pound the ground with force, affecting all enemies in contact with the ground, wall or ceiling.
Athletics:
Auto: 1 Earth Quake DMG
Nice!: 2 Earth Quake DMG
Quake

Stone Lunge (2 FP)
You barge at the enemy while tucking into a safe stone-like stance, protecting you from attacks until your next turn.
Coordination:
Nice!: 3 DMG
Good!: 6 DMG
Guard:
Good!: +2 Defense for 1 turn
Split, Strong x2, Unwieldy
+ Split Slot (Boost (Defense) x2, Self, Shorten, Unwieldy)

Clubba

+2 Heart

1 Power, 0 Defense

Pros

+Aim (Throw)
+Coordination (Weapon)
+Notice (Listen)
Immune (Provoke)
+1 Inventory Slot
Carrier

Cons

Weakness (Sleep)
The Level and Duration of all Statuses you suffer associated with sleep are doubled.

Sometimes known as Spikes, Clubbas are renowned for their strength and ability with all manner of spiky tools. While they tend to be easy-going, their keen senses have served them well as guards.

Tech Defaults

- Daze x2
- Strong, Tool (Indirect)
- Strike-Through x2, Tool (Ranged)
- Quake

Example Techniques

Clubba Swing (0 FP)
Slams an enemy in melee with a heavy club, dealing incredible damage – if it hits.
Coordination (+Weapon):
Good!: 4 DMG
Great!: 8 DMG
Strong x3, Tool (Indirect), Unwieldy x2

Rolling Toss (2 FP)
Tosses a heavy object at the enemy that bowls them over, one by one, hitting up to 4 targets. Strikes get weaker after each target.
Aim (+Throw):
Good!: 3 DMG / 2 DMG / 1 DMG / 1 DMG
Great!: 6 DMG / 5 DMG / 4 DMG / 3 DMG
Strike-Through x4, Tool (Ranged), Strong x2, Unwieldy x2

Coffer

+1 Heart, +1 Spirit

1 Power, 0 Defense

Concept: @bigmeatyflaws

Pros

+Aim (Spit)
+Knowhow (Commerce)
or +Notice (Treasure)
+Trickery (Camouflage)
+½ Starting Coins
+1 Inventory Slot
Invisibility

Cons

Weakness (Fear)
The Level and Duration of all Statuses you suffer associated with fear are doubled.
Handless

Coffers are known to collect and greedily hoard whatever takes their fancy – usually, Coins, though they have a variety of tastes. Given that they're skittish and selfish, they're rarely found, but that's usually the way they like it.

Tech Defaults

- Alt-Cost (Coins)
- Ranged
- Repeat
- Snatch

Example Techniques

Pickpocket (0 FP)
Latches onto an enemy in melee and attempts to steal their goods.
Coordination:
Nice!: 2 DMG
Trickery:
Choose one option based on your Grades of Success.
Nice!: 1d6 Coins, +1d6 per Grade of Success
Nice!: A small Item
Good!: A large Item
Great!: An equipped Item
Snatch, Empower, Commitment (Primary)

Make It Rain (20 Coins)
Spits up a volley of the user's own Coins at a target.
Aim (+Spit):
Deal 1 DMG once, then one more time for each Grade of Success.
Repeat, Alt-Cost (Coins), Ranged

Craw

+1 Heart, +1 Courage

1 Power, 0 Defense

Pros

+Coordination (Weapon)

+Guard (Melee)

+Steady (VS Poison)

Immune (Charm)

Cons

Weakness (Provoke)

The Level and Duration of any Provocation inflicted on you is doubled.

Craws are rare around the Mushroom Kingdom, but are known primarily for their seedy reputation.
That said, anyone who knows one will be quick to praise their resilience, loyalty and prowess, both as melee warriors and as guardsmen.

Tech Defaults

- Counter
- Dismiss
- Hearty x2
- Strike-Through, Tool (Indirect)
- Tool

Example Techniques

Spear Charge (0 FP)
Spears the enemy in melee, piercing through to hit the target behind them. The follow-up attack is weaker.
Coordination (+Weapon):
Auto: 1 DMG / 1 DMG
Nice!: 2 DMG / 1 DMG
Strike-Through, Tool (Indirect)

First Aid (3 FP)
The user heals themselves and tends to their ailments.
Heal:
Nice!: +4 HP; Dismiss up to 2 effects x2
Good!: +6 HP; Dismiss up to 3 effects x3
Great!: +8 HP; Dismiss up to 4 effects x4
Wonderful!: +10 HP; Dismiss up to 5 effects x5
Additional Grades of Success increase the potency and potential number of effects Dismissed by +1 each.
Hearty x5, Dismiss, Empower, Self, Harmless

Dayzee

+2 Courage
or +1 Spirit, +1 Courage

1 Power, 0 Defense

Pros

+Athletics (Run)
+Cheer (FP)
+Perform (Sing)
Immune (Water)
You heal +5 HP instead.
1 Resist (Quake, Shock)

Cons

Weakness (Fear)
The Level and Duration of all Statuses you suffer associated with fear are doubled.
Weakness (Fire)
You take +2 damage and suffer from a Lingering (1) burn, lasting a number of turns equal to the damage taken.

Dayzees are quiet and soft-spoken sorts, which is fitting given their soothing lullabies. While they may be quick to flee, their strength of character is undeniable, and their voices are breathtaking.

Tech Defaults

- Charm
- Daze x2
- Flowery
- Variant (Perform)

Optional: Add a single Split Slot to Flowery Techniques which can't contain Strikes,
or Ranged on Techniques with Variant (Perform),
or Element (Earth) on melee attacks

Example Techniques

Pollen Pounder (0 FP)
An aggressive headbutt rife with pollen puts foes to sleep.
Coordination:
Auto: 1 Earth DMG
Nice!: 2 Earth DMG
Bully:
Nice!: Daze (1) for 2 turns
Good!: Daze (2) for 2 turns
Daze x2, Element (Earth)

Lullaby (3 FP)
Targeted singing puts the target to sleep while dealing damage.
Perform (+Sing):
Good!: 4 DMG
Perform (+Sing):
Nice!: Daze (2) for 3 turn
Good!: Daze (3) for 3 turns
Daze x3, Ranged, Empower, Strong, Variant (Perform) x2, Commitment (Primary), Unwieldy

Dino Rhino +1 Heart 2 Power, 1 Defense

Pros

+Athletics (Brawn)
+Notice (Scent)
+Bully (Shove)
Immune (Fire)
Carrier

Cons

Weakness (Charm, Confuse, Provoke)
The Level and Duration of any of these Statuses inflicted on you is doubled.
Handless

Dino Rhinos are mighty prehistoric beasts; similar to Yoshi's, they're not quite dinosaurs and not quite dragons, but something in between. Most live peaceful lives in the wild, but can be convinced to journey afar – and they prove extremely dangerous when angered.

Tech Defaults

- Element (Fire), Ranged
- Launch
- Spillover
- Throw

Example Techniques

Spiral Flame (0 FP)
Launches a swirling ball of fire from the mouth, burning the foe on contact.
Aim:
Good!: 6 DMG
Bully:
Nice!: Lingering (1) for 2 turns
Good!: Lingering (2) for 2 turns
Element (Fire), Ranged, Lingering x2, Strong, Commitment (Primary), Unwieldy

Bare Down (2 FP)
Throws their full weight at the enemy in melee, slamming them into the next available target. Both targets take the same damage and make Contact with one another.
Athletics (+Brawn):
Nice!: 4 DMG
Good!: 8 DMG
Throw, Strong x2, Unwieldy

Doogan

+2 Courage

or +1 Spirit, +1 Courage

1 Power, 0 Defense

Pros

+Aim (Items)

or +Knowhow (Commerce)

+Notice (Appraise)

+Persuade (Deals)

+½ Starting Coins

Cons

N/A

Doogans are rare around the Mushroom Kingdom, and they're certainly not known for their valour. However they have a nose for Coins and a long history in trade. While their battle prowess is nothing to write home about, nobody, but nobody, calls a Doogan a mutt.

Tech Defaults

- Boost (Attack)
- Hearty x2
- Tool
- Flowery

Example Techniques

Fling (0 FP)

Tosses something, anything, from their bag of tricks at the enemy.

Can't be used again for a turn afterwards while they struggle to find a useful item.

Aim (+Items):

Nice!: 1 DMG / 2 DMG (2, 6)

Good!: 2 DMG / 4 DMG (2, 6)

Roll 1d6 to determine effects.

1: Hurts the user instead, with no chance to resist.

2: Deals more damage, but the user takes ½ of that damage with no chance to resist.

3: Dazes the target with Bully for 3 turns. Status Level is equal to Grades of Success (maximum 2).

4: Weakens the target's Defense with Bully for 2 turns. Status Level is 1.

5: Deals Piercing damage.

6: Deals more damage.

Tool (Ranged), Lengthen, Roulette, Cooldown, Unwieldy

+ Roulette Slot 1 (Self)

+ Roulette Slot 2 (Strong, Blowback)

+ Roulette Slot 3 (Daze x2)

+ Roulette Slot 4 (Weaken (Defense))

+ Roulette Slot 5 (Piercing)

+ Roulette Slot 6 (Strong)

Dig In (4 FP)

Cooks up an impromptu meal to share with their allies.

Heal:

Nice!: +2 HP, +1 FP

Good!: +4 HP, +2 FP

Hearty x2, Allies, Shared, Flowery x2, Harmless (Indirect)

Duplighost

+2 Spirit

1 Power, 0 Defense

Pros

+Magic (Shape-Change)
or +Trickery (Disguise)
or +Steady (Shape-Change)
+Notice (Lies)
+Trickery (Stealth)
Invisibility
Mimicry
Mirage

Cons

N/A

These mysterious beings live on the fringes of society, usually striving to master their innate transformation magic; though when a Duplighost gives up on mastering this path, they tend to fall back on their more deceitful qualities.

Tech Defaults

- Aerial
- Boost (Dodge)
- Confuse x2
- Disorient

Example Techniques

Ghostly Leap (0 FP)
Rushes the enemy with an airborne tackle.
Coordination:
Auto: 1 DMG
Nice!: 2 DMG
Aerial

Confusing Form (3 FP)
Confuses a group of targets by rapidly changing form, overwhelming their senses.
Trickery (+Disguise):
Nice!: Confused (1) for 3 turns
Good!: Confused (2) for 3 turns
Great!: Confused (3) for 3 turns
Confuse x3, Group (Indirect), Harmless

Elemental

+1 Spirit, +1 Courage

1 Power, 0 Defense

Pros

"Element" & "Environment": Any
These qualities are defined during character creation, and must be thematically tied.

+Notice (Environment)

+Magic ("Element")
or +Cheer (Charge Up)

+Bully ("Element")
or +Steady (Counter)

Immune ("Element")
You recover HP equal to the attack's raw damage (minimum 1 HP).
If there's any excess HP, your Attack is Boosted for a number of turns equal to the excess HP.

Adapted ("Environment")

Cons

Weakness (Opposing Element)
You take double damage. If this Technique wouldn't usually deal damage, it deals 2 Piercing damage.
Your Attack is Weakened (1) for a number of turns equal to the damage taken.
Your Opposing Elements are defined at the same time as your Element.

Devotion ("Element")

At least 2 of the following:

- Handless
- Legless
- Sinker
- Weakness (Other Element)
  This Element must be specified during character creation. This can be chosen twice with two different elements.
  You take +2 damage.

Up to 2 of the following:

- +1 Defense
- 1 Resist (Other Element)
  This Element must be specified during character creation. This can be chosen twice with two different elements.
- Contact
  The attacker takes 1 Piercing DMG of your Element, and you make a Steady check; the attacker is Dazed (1) for 1 turn for each Grade of Success.
- Adapted (Other Environment)
  This Environment must be specified during character creation. This can be chosen twice with two different environments.
- Clone
- Efficient ("Element")
- Fly
- Hover
- Intangibility
- Invisibility
- Mirage

These bundles of elemental energy vary based on their element. Hotheads tend to be alert and peppy, with their young being notoriously hard to handle. However Freezies are usually cool and indifferent, to the point of appearing lifeless, and Brolders tend to roll through life without a care. There's no shortage of different Elementals in the world, each with their own unique quirks!

Tech Defaults

- Boost (Any)

Optional: Element ("Element") on any Technique

Up to 3 of the following:

- Counter
- Disorient
- Overrun
- Quake
- Tutor
- Daze x2
- Lingering x2
- Piercing
- Stun
- Underfoot

Example Techniques

Piercing Charge (0 FP)
Rushes the enemy with a full-body tackle, electrifying their defenses.
(Element: Shock)
Coordination:
Auto: 1 Piercing DMG
Nice!: 2 Piercing DMG
Element (Shock), Piercing

Fire Up (3 FP)
Empowers the target with burning passion, firing up their attacks.
(Element: Fire)
Cheer (+Charge Up):
Nice!: +1 Attack and Fire DMG for 5 turns
Good!: +2 Attack and Fire DMG for 5 turns
Great!: +3 Attack and Fire DMG for 5 turns
Boost (Attack) x3, Element (Fire), Lengthen x2, Harmless

Fuzzy

+1 Heart, +1 Spirit

1 Power, 0 Defense

Pros

+Athletics (Climb)

+Knowhow (Lore)

+Steady (Clone)

Adapted (Climbing)

Clone

Cons

Weakness (Confuse)

The Level and Duration of any Confusion inflicted on you is doubled.

Handless

Legless

Fuzzies are unpredictable parasites. Repeatedly splitting themselves apart has left very little brain power in any one Fuzzy. However, they tend to inherit curious insights from their ancestry.

Tech Defaults

- Aerial
- Drain
- Piercing
- Snatch

Example Techniques

Kissy-Kissy (0 FP)

Latches onto the foe in melee, and attempts to drain their health.

Coordination:

Good!: 1 DMG x2

Restores HP equal to the damage dealt.

Drain x2, Commitment (Primary), Unwieldy

Leaping Sucker (5 FP)

Launches into the foe, tackling them from above and attempting to drain their health with Defense-piercing fangs.

Athletics:

Nice!: 2 Piercing DMG

Good!: 2 Piercing DMG, 1 Piercing DMG

Great!: 2 Piercing DMG, 1 Piercing DMG x2

Restores HP equal to ½ the damage dealt.

Drain, Aerial, Piercing, Strong, Unwieldy

Goomba

+1 Heart, +1 Courage

1 Power, 0 Defense

Pros

+Athletics (Jump)

+Knowhow (Battle)

+Cheer (Aggression)

Carrier

Cons

Weakness (Aerial, Crushing)

> The Level and Duration of all Statuses you suffer from these attacks are doubled.

Handless

Underdogs by nature, Goombas have a lot of guts and a lot to prove. Whether it's bonking heads or hitting the books, Goombas strive to better themselves constantly.

Tech Defaults

- Aerial
- Boost (Any)
- Repeat
- Sequential

Example Techniques

Headbonk (0 FP)

A double-tapping aerial strike, made with the head.

Athletics (+Jump):

Auto: 1 DMG

Nice!: 1 DMG x2

Aerial

Charge (2 FP)

Focus your power for 4 turns.

Cheer (+Aggression):

Nice!: +1 Attack for 4 turns

Good!: +2 Attack for 4 turns

Great!: +3 Attack for 4 turns

Wonderful!: +4 Attack for 4 turns

Boost (Attack) x4, Self, Harmless

Gulpit

+2 Heart

1 Power, 0 Defense

Pros

+Aim (Spit)
+Athletics (Brawn)
or +Bully (Shove)
+Knowhow (Mountains)
or +Notice (High Altitude)
1 Resist (Ice)
+1 Inventory Slot
Carrier

Cons

N/A

The average Gulpit is a burly mountain-dwelling loner, making them quite a rare sight – and a frightening prospect for a traveller lost in the mountains. They can be pretty territorial, and grabby, but they're pretty handy guides.

Tech Defaults

- Launch
- Snatch
- Strong, Tool (Ranged)
- Throw

Example Techniques

Tongue Lash (0 FP)
An aggressive lick with a big, gross tongue! Has a tendency to latch onto things the target would rather keep.
Coordination:
Nice!: 2 DMG
Good!: 4 DMG
Bully:
Choose one option based on your Grades of Success.
Nice!: 1d6 Coins per Grade of Success
Good!: A small Item
Great!: A large Item
Wonderful!: An equipped Item
Snatch, Strong, Unwieldy

Rock Blaster (3 FP)
Spits out a rock from a carefully maintained pile; if they're lucky, it'll be one of the big ones.
Aim (+Spit):
Flip a coin; if it comes up Heads, deals more damage.
Nice!: 6 DMG / 10 DMG
Strong x2, Tool (Ranged), Coin Toss, Commitment (Primary)
+ Heads Slot (Strong x2)

Hammer Bro

+2 Heart
or +1 Heart, +1 Courage

1 Power, 0 Defense

Pros

+Aim (Throw)

+Coordination (Weapon of Choice)

Choose a specific weapon for this specialisation during character creation.

+Cheer (Boosts)

Immune (Fear)

Cons

Weakness (Magic)

If a magic attack would deal damage to you, it deals +1 damage.
Statuses you suffer from magical sources receive +1 Level and +1 Duration.

More confrontational than the average Koopa, these Bros are known for their combat prowess, bravery and camaraderie. Most Bro clans stick hard to a specific weapon, though hammers are traditional. Whatever their specialty, they make for fierce combatants.

Tech Defaults

- Boost (Attack)
- Disarm x2
- Tool
- Weaken (Attack)

Example Techniques

Hammer Toss (0 FP)
Throws a hammer at range.
Aim (+Throw):
Auto: 1 DMG
Nice!: 2 DMG
Tool (Ranged)

Psyche Up (3 FP)
Pump the target up for 4 turns.
Cheer (+Boosts):
Nice!: +1 Attack for 4 turns
Good!: +2 Attack for 4 turns
Great!: +3 Attack for 4 turns
Wonderful!: +4 Attack for 4 turns
Boost (Attack) x4, Harmless (Indirect)

Human

+1 Any Stat, +1 Any Stat

1 Power, 0 Defense

Pros

+Skill Specialisation (Any) x2

+1 Inventory Slot

Cons

N/A

Humans are exceptionally rare, though given their abilities, very well-known and familiar to most in the Mushroom Kingdom. As always, humans prove to be incredibly versatile, rising to meet any challenge.

Tech Defaults

- Tool
- +2 Custom Sets

Custom Sets are customisable Tech Defaults defined during character creation.
For Humans, each set can include any Traits totalling no more than 3 FP, but can't include negative Traits.

Example Techniques

Weapon Strike (0 FP)
Attacks with a hand-held weapon.
Coordination:
Auto: 1 DMG
Nice!: 2 DMG
Tool (Indirect)

Adaptable Rush (3 FP)
(Custom Trait: Versatile)
A versatile and aggressive attack, striking in melee or with their weapon of choice in a variety of ways!
Can also choose to attack with reach (+2 FP), or by throwing their weapon (+1 FP).
Coordination or Aim (if thrown):
Nice!: 2 DMG
Good!: 4 DMG
Versatile x2, Strong, Unwieldy
+ Versatile Slot (Tool (Indirect), Reach)
+ Versatile Slot (Tool (Ranged))

Jabbi

-1 Heart, +2 Spirit

0 Power, 0 Defense

Pros

+Notice (Details)

+Trickery (Dodge *or* Stealth)

+Bully (Poison)

Fly

Cons

Weakness (Air)

You must make a Steady check versus Disorientation (1), lasting a number of turns equal to the damage taken (minimum 1 turn).

Weakness (Crushing)

You take +2 damage and fall to the ground, unable to fly until you get some rest.

This leaves you Dazed (1) for a number of turns equal to the damage dealt.

Handless

Legless

The Jabbies are small and frail insects who hide away in long forsaken forests. Many scholars believe they're just a myth. When they do travel abroad, they make for persistent nuisances.

Tech Defaults

- Disorient
- Drain
- Lingering x2
- Minion (Bugs)
- Repeat

Example Techniques

Stinger Sucker (0 FP)

Meekly nips at an enemy in an attempt to drain their HP.

Coordination:

Auto: 0 DMG

Nice!: 1 DMG

Restores HP equal to ½ the damage dealt.

Drain

Poison Flurry (2 FP)

Flies around the target and jabs at them repeatedly, delivering venom all the while.

Coordination:

Deal 1 DMG once, then one more time for each Grade of Success.

Bully (+Poison):

Nice!: Lingering (1) for 2 turns.

Good!: Lingering (2) for 2 turns.

Repeat, Lingering x2

Kong

+2 Heart
or +1 Heart, +1 Courage

1 Power, 0 Defense

Pros

+Aim (Throw)
+Athletics (Brawn)
or +Athletics (Climb)
or +Athletics (Jump)
+Cheer (Allies)
Immune (Fear)
Adapted (Climbing)
Carrier

Cons

Weakness (Charm, Confuse, Provoke)
The Level and Duration of any of these Statuses inflicted on you is doubled.

The term "Kong" refers to any number of intelligent simian species, not just a specific kind. Kongs tend to band together in crews, and despite their easy-going nature, they're quick to anger when their comrades are in danger.

Tech Defaults

- Aerial
- Strong
- Throw
- Tool

Example Techniques

Banana Slamma (0 FP)
Leaps on top of the enemy with a double-fisted slam attack.
Athletics (+Jump):
Good!: 6 DMG
Aerial, Strong x2, Commitment (Primary), Unwieldy

Underhand Bowl (3 FP)
Bowls the enemy over with a rolling weapon (such as a barrel), hitting up to 4 targets after the first. Each hit deals less damage than the last.
Aim (+Throw):
Good!: 6 DMG / 5 DMG / 4 DMG / 3 DMG
Strong x2, Strike-Through x4, Tool (Ranged), Commitment (Primary), Unwieldy

Koopa

+2 Heart

1 Power, 1 Defense

Pros

+Athletics (Shells)
or +Athletics (Swim)
+Guard (Melee)
+Steady (VS Weaken)
1 Resist (Water)

Cons

Weakness (Aerial, Blast, Quake)
You are flipped over; you retain your Defense against Aerial and Blast attacks initially, but otherwise your Defense is negated while you're flipped.
This leaves you completely Stunned (6) for the next 2 turns.

Koopas are fit and easygoing. Though cowardice is often in their nature, they can be quite formidable when push comes to shove.
Often associated with Bowser's armies in the past, these days there are many peace-loving Koopas in the Mushroom Kingdom.

Tech Defaults

- Boost (Defense)
- Disorient
- Indirect
- Overrun

Optional: Variant (Athletics) on Indirect Techniques

Example Techniques

Shell Toss (0 FP)
Hits one target in melee with your shell.
Athletics (+Shells):
Auto: 1 DMG
Nice!: 2 DMG
Indirect, Variant (Athletics)

Shell Shield (3 FP)
Bolsters the target's Defense with a borrowed shell.
Guard:
Nice!: +1 Defense for 4 turns
Good!: +2 Defense for 4 turns
Great!: +3 Defense for 4 turns
Wonderful!: +4 Defense for 4 turns
Boost (Defense) x4, Harmless (Indirect)

Kremling

+1 Heart, +1 Spirit

1 Power, 0 Defense

Pros

+Athletics (Brawn)
or +Athletics (Jump)
or +Athletics (Swim)
+Crafts (Gadgets)
or +Knowhow (Gadgets)
+Bully (Threats)
Immune (Charm)
Adapted (Water)

Cons

Weakness (Ice)
You take +2 damage and become Dazed (1) for a number of turns equal to the damage taken.
Weakness (Provoke)
The Level and Duration of any Provocation inflicted on you is doubled.

Reptiles from exotic lands, typically associated with the Kremling Krew – an amoral band of pirates and thugs. Though there are exceptions. Despite their rough edges, they're confident, versatile adventurers, and are surprisingly industrious.

Tech Defaults

- Aerial
- Launch
- Strong
- Tool

Example Techniques

Wind-Up Punch (0 FP)
Readies a powerful right-hook, then launches it at the end of the next round. You can't act during the turn you're winding up.
Coordination:
Auto: 5 DMG
Nice!: 10 DMG
Strong x4, Delayed, Exhausting

Blunderbuss (3 FP)
Fires a heavy Kannonball from a blunderbuss, which barrels through the target to hit two targets behind them, too.
Aim:
Nice!: 3 DMG / 2 DMG / 1 DMG
Good!: 6 DMG / 5 DMG / 4 DMG
Strong x2, Strike-Through x2, Tool (Ranged), Unwieldy

Lakitu — +2 Spirit — 1 Power, 0 Defense

Pros

+Aim (Throw)
+Knowhow (Weather)
+Trickery (Dodge)
1 Resist (Shock, Water)
Adapted (Clouds)
Carrier
Fly
Hover

Cons

Weakness (Air)
You must make a Steady check versus Disorientation (1), lasting a number of turns equal to the damage taken (minimum 1 turn).

Lakitu are offshoots of Koopas known for their partnership with the clouds. While they can walk around like a normal Koopa they rarely leave their clouds, preferring to attack from above.

Tech Defaults

- Boost (Dodge)
- Minion (Spiny)
- Ranged
- Terrain (Weather)

Example Techniques

Spiny Toss (0 FP)
Tosses a Spiny Egg at the foe.
Aim (+Throw):
Auto: 1 DMG
Nice!: 2 DMG
Ranged

Cloud Nine (3 FP)
Hides the target away in the user's cloud, making it easier for them to Dodge for 4 turns.
Cheer:
Nice!: +1d6 to Dodge for 4 turns
Good!: +2d6 to Dodge for 4 turns
Great!: +3d6 to Dodge for 4 turns
Wonderful!: +4d6 to Dodge for 4 turns
Boost (Dodge) x4, Harmless

Lantern Ghost — +1 Spirit, +1 Courage — 1 Power, 0 Defense

Pros

+Notice (Dark Places)
+Trickery (Shadows)
+Bully (Surprises)
Immune (Fear, Shadow)

Cons

Weakness (Sudden Light)
The light blinds you, leaving you Dazed (1) for a number of turns equal to the damage taken (minimum 1).

Despite the name, these relatives of Shy Guys are very much alive – they're just creepy. They thrive in dark and secluded places, but are seldom seen without a light to guide them and their allies. They have to take great care not to turn that light on themselves.

Tech Defaults

- Element (Light)
- Fear x2
- Disorient
- Snatch

Optional: Element (Light) on Indirect or Ranged Techniques

Example Techniques

Flash of Light (0 FP)
Waves a searingly bright lantern in the enemy's face.
Coordination:
Good!: 2 DMG
Bully:
Nice!: Disorients (1) the enemy for 2 turns
Good!: Disorients (2) the enemy for 2 turns
Disorient x2, Element (Light), Indirect, Commitment (Primary), Unwieldy

Shadow-Play Spook (5 FP)
Uses the light from their lantern to conjure up vivid shadows, terrifying a group of enemies – causing them to either flee or cower in fear.
Trickery (+Shadows):
The target chooses to attempt to flee, or one of the below Statuses.
Nice!: Stun (3) or -3 Attack for 1 turn
Good!: Stun (4) or -4 Attack for 1 turn
Fear x4, Empower x2, Group, Harmless (Indirect), Shorten x3

Magikoopa

+1 Heart, +1 Spirit

1 Power, 0 Defense

Pros

+Aim (Magic)
+Knowhow (Lore)
+Magic (Boosts)
or +Magic (Shape-Change)
Efficient (Flight, Power-Ups, Shape-Change)

Cons

Weakness (Confuse)
The Level and Duration of any Confusion inflicted on you is doubled.

While a Koopa's magic requires study, it's not what you'd call spiritual. It tends to be pragmatic, straightforward, and a little bit weird.
Still, no one can deny they have a knack for it. When a Koopa devotes themselves to magical study they can make for powerful wizards. As long as they can keep a hold of their wands, anyway.

Tech Defaults

- Boost (Any)
- Empower
- Tool (Ranged)
- Weaken (Any)

Example Techniques

Magic Blast (0 FP)
Fires a flashy magic missile at range.
Aim (+Magic):
Auto: 1 DMG
Nice!: 2 DMG
Tool (Ranged)

Cursed Form (6 FP)
Transforms an enemy into a weaker form for 3 turns.
Magic (+Shape-Change):
Good!: -1 Attack & -1 Defense for 3 turns
Great!: -2 Attack & -2 Defense for 3 turns
Wonderful!: -3 Attack & -3 Defense for 3 turns
Weaken (Attack) x3, Tool (Ranged), Weaken (Defense) x3, Harmless, Unwieldy

Monty Mole

+2 Heart

1 Power, 0 Defense

Pros

+Athletics (Burrow)
+Aim (Throw)
+Trickery (Stealth)
Adapted (Burrowing)
Elevation
Requires elevated earth to burrow into.

Cons

N/A

Otherwise known simply as "moles", these stout creatures keep to themselves. When they do venture out of their burrows, it's usually not for very long, and – typically – for selfish, petty reasons.

Tech Defaults

- Aerial
- Secure (Burrowed)
- Selective
- Tool (Ranged)

Example Techniques

Debris Toss (0 FP)
Hurls whatever you can find at the foe; if you're lucky, it'll be sharp.
Aim (+Throw):
Roll 1d6; on a 6, deals more damage.
Nice!: 2 DMG / 6 DMG
Tool (Ranged), Lucky Hit, Commitment (Primary)
+ Lucky Slot (Strong x2)

Burrowing Piledriver (3 FP)
Body slams the enemy, then burrows safely underground.
Athletics:
Nice!: 3 DMG
Good!: 6 DMG
Athletics (+Burrow):
Good!: You burrow underground, Secure from attacks for one turn.
Aerial, Strong x2, Split, Unwieldy
+ Split Slot (Secure, Self, Unwieldy)

Nimbus

+1 Spirit, +1 Courage

1 Power, 0 Defense

Concept: @bigmeatyflaws

Pros

+Knowhow (Weather)

or +Magic (Weather)

+Cheer (Encourage)

+Perform (Appeal)

Immune (Water)

You heal +5 HP instead.

1 Resist (Shock)

You receive the following as a Contact trait, lasting for 1 turn per point of Raw Damage:

The attacker takes 1 Piercing Shock DMG, and you make a Steady check; the attacker is Dazed (1) for 1 turn for each Grade of Success.

Adapted (Clouds)

Efficient (Elements, Flight, Weather)

Cons

Weakness (Air)

You must make a Steady check versus Disorientation, lasting a number of turns equal to the damage taken (minimum 1 turn).

Weakness (Fire, Ice)

You become Dazed (1), lasting a number of turns equal to the damage taken (minimum 1 turn).

Nimbus folk are highly social people weather spirits who live among the clouds. Naturally their fluffy marshmallow-like bodies give them a knack for all things airborne and weather-related, though they also take on some volatility – the weather is hard to predict, after all.

Tech Defaults

- Hearty x2
- Ranged
- Stun
- Terrain (Weather)

Optional: Element (Air/Ice/Shock/Water) on Indirect or Ranged Techniques

Example Techniques

Thunderbolt (0 FP)

A barely controlled discharge of electricity.

Aim:

Good!: 4 Shock DMG

Magic (+Weather):

Nice!: Stun (1) for 1 turn

Good!: Stun (2) for 1 turn

Element (Shock), Ranged, Stun, Strong, Commitment (Primary), Unwieldy

Recover Shower (3 FP)

Conjures a light drizzle over an ally to heal them.

Magic (+Weather):

Nice!: +6 HP

Good!: +8 HP

Great!: +10 HP

Element (Water), Hearty x5, Empower x2, Harmless (Indirect), Others

Ninji

+1 Heart, +1 Spirit

1 Power, 0 Defense

Concept: @tact.elive

Pros

+Athletics (Jump)
+Trickery (Dodge)
+Trickery (Stealth)
1 Resist (Shadow)
Invisibility
Mirage

Cons

Weakness (Sudden Light)

This Weakness only applies to your mirages or while Invisible.
You are stunned by the light, Dazing (1) you for a turn for each point of damage taken (minimum 1 turn).

Naturally sneaky and fleet-footed, the mysterious Ninji clan have often found their skills in high demand. They excel both as spies and as bodyguards, though sharp as they are, they aren't limited to grunt-work.

Tech Defaults

- Aerial
- Ranged
- Secure (Invisible)
- Variant (Trickery)

Example Techniques

Jump Kick (0 FP)
Leaps at the foe from above with one quick strike.
Athletics (+Jump):
Auto: 1 DMG
Nice!: 2 DMG
Aerial

Shuriken Barrage (4 FP)
Tosses a flurry of shuriken at the foe, hitting multiple times.
Aim:
Nice!: 2 DMG
Good!: 2 DMG x2
Great!: 2 DMG x3
Wonderful!: 2 DMG x4
Ranged, Strong x3, Unwieldy

Noki

+1 Heart, +1 Courage

1 Power, 1 Defense

Art: Wolfsam

Pros

+Athletics (Swim)

+Guard (Melee)

+Persuade (Diplomacy)

1 Resist (Fire, Water)

Adapted (Water)

Cons

Weakness (Aerial, Blast, Quake)

You are flipped over; you retain your Defense against Aerial and Blast attacks initially, but otherwise your Defense is negated while you're flipped.
This leaves you completely Stunned (6) for the next 2 turns.

Weakness (Shock)

You take +2 damage and become Dazed (1), lasting a number of turns equal to the damage taken.

Nokis are a laidback aquatic people. They're not quite as proactive and prone to action as their land-dwelling brethren; instead, Nokis tend to solve their problems by relying on their tough shells and social graces.

Tech Defaults

- Charm
- Dismiss
- Indirect
- Hearty x2

Optional: Element (Water) on Indirect or Ranged Techniques
or Variant (Athletics) on Indirect Techniques

Example Techniques

Shell Spin (0 FP)
Withdraws into their shell, then spins at the enemy. Defense is boosted afterwards.
Athletics:
Nice!: 1 DMG
Good!: 2 DMG
Guard:
Good!: +1 Defense for 2 turns
Indirect, Variant (Athletics), Split, Unwieldy
+ Split Slot (Boost (Defense), Lengthen, Self, Unwieldy)

Plea For Help (3 FP)
Talks an enemy into helping out.
Persuade (+Diplomacy):
Nice!: Charm (1) for 3 turns
Good!: Charm (2) for 3 turns
Great!: Charm (3) for 3 turns
Charm x3, Ranged, Harmless

Outsider

+1 Spirit, +1 Courage

1 Power, 0 Defense

Concept: @bigmeatyflaws

Pros

+Knowhow (Dimensions)
+Magic (Dimensions)
or +Trickery (Dimensions)
+Persuade (Common Ground)
Intangibility
Invisibility

1 of the following:

- 1 Resist (Element)
  Choose the resisted element during character creation.
- Adapted (Environment)
  Choose the adapted environment during character creation.
- Efficient (Dimensions)
- Hover
- Latent (Mini Mushroom)
  For 5 FP: Activate a Mini Mushroom as a Power-Up, targeting yourself.
- Mimicry
- Mirage

Cons

2 or more of the following:

- Weakness (Confuse)
  The Level and Duration of any Confusion inflicted on you is doubled.
- Weakness (Disorient)
  The Level and Duration of any Disorientation inflicted on you is doubled.
- Weakness (Provoke)
  The Level and Duration of any Provocation inflicted on you is doubled.
- Handless
- Legless
- Sinker

All manner of Outsiders exist on the fringe of reality, appearing with all sorts of physical differences. Occasionally, they cross over and explore the Mushroom Kingdom. Outsider adventurers tend to have a knack for getting around in different dimensions.

Tech Defaults

- Aerial
- Swap x2

Up to 2 of the following:

- Boost (Dodge)
- Disorient
- Hearty x2
- Tool
- Confuse x2
- Divider
- Terrain (Any)
  Choose during character creation

Example Techniques

Backdoor Boot (0 FP)
Kicks at the foe, knocking them off-balance through a crack in space.
Coordination:
Auto: 1 DMG
Nice!: 2 DMG
Trickery (+Dimensions):
Nice!: The foe switches positions with an adjacent ally.
Swap

Magic Window (3 FP)
Disappears into another dimension, then continuously reappears from every angle, bonking the foe over and over.
Athletics:
Deal 1 DMG once, then one more time for each Grade of Success.
Aerial, Repeat

Pianta

+1 Heart, +1 Courage

1 Power, 0 Defense

Pros

+Athletics (Brawn)

+Bully (Shakedown)

+Persuade (Deals)

1 Resist (Earth, Shock, Water)

Cons

Weakness (Fire)

You take +2 damage and suffer from a Lingering (1) burn, lasting a number of turns equal to the damage taken.

While most Piantas are laidback, their strong social skills and large stature have been known to go to their heads. But whether you're in a fight or a business deal, it's always good to have a Pianta backing you up.

Tech Defaults

- Flowery
- Launch
- Strong
- Throw

Example Techniques

Brawny Backhand (0 FP)

Smacks the enemy around with brute strength.

Coordination:

Auto: 2 DMG

Nice!: 2 DMG x2

Strong

Chuckster (4 FP)

Grabs an enemy in melee, then throws them at another target, damaging both targets.

Athletics (+Brawn):

Nice!: 3 DMG

Good!: 6 DMG

Strong x2, Throw x2, Unwieldy

Piranha Plant

+1 Heart

2 Power, 0 Defense

Pros

+Athletics (Burrow)

+Trickery (Camouflage)

+Bully (Poison)

Immune (Poison, Water)

You heal +5 HP instead.

1 Resist (Quake, Shock)

Adapted (Burrowing)

Elevation

Requires elevated earth to burrow into.

Cons

Weakness (Fire)

You take +2 damage and suffer from a Lingering (1) burn, lasting a number of turns equal to the damage taken.

Handless

Legless

Vicious beasts and voracious eaters, it's no surprise Piranha Plants are feared as monsters. They rarely even learn to speak, though they're certainly capable. Most of them seem content to live as beasts.

Tech Defaults

- Lingering x2
- Secure (Burrowed)
- Selective
- Underfoot

Example Techniques

Burrowing Bite (0 FP)

Burrows underground to the target, then bites.

Coordination:

Auto: 2 DMG

Nice!: 4 DMG

Selective

Toxic Fangs (4 FP)

Lashes out in melee with potent toxic.

Coordination:

Auto: 2 DMG

Nice!: 4 DMG

Bully (+Poison):

Nice!: Lingering (2) for 4 turns

Good!: Lingering (3) for 4 turns

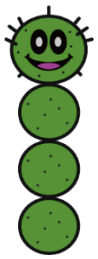
Great!: Lingering (4) for 4 turns

Lingering x4, Empower

Pokey

+1 Heart, +1 Courage

1 Power, 0 Defense



Pros

+Aim (Throw)

+Athletics (Reach)

+Steady (Poise)

Adapted (Sand)

Cons

Weakness (Air, Blast)

If you take damage from this attack, you have to make a Good Steady check or be forced into your Detached State.

Handless

Legless

Other Traits

State (Detached)

You're able to remove your head from your body and move around as a single segment. Entering your Detached State is a free action that requires no check, but re-combining requires other segments and a Steady check.

While detached you're smaller and slower, and your body is left completely inert. In addition to the obvious issues, your Guard and most kinds of Athletics (e.g. jumping, running) are Weakened (1); however your Trickery and certain kinds of Athletics (e.g. burrowing) are Boosted (1).

Good!: You recombine, exiting your Detached State.

Great!: You recombine quickly, exiting your Detached State as a free action.

These curious cacti grow in segments, and need very little to sustain themselves. Although only the head of a Pokey is truly alive, they can integrate and detach segments easily, allowing them to split off individual parts without much risk.

Tech Defaults

- Minion (Pokeys)
- Ranged
- Reach
- Secure (Burrowed)

Example Techniques

Pokey Throw (0 FP)

A lobbing attack made with the Pokey's own segments. Can't be used while Detached.

Aim (+Throw):

Auto: 2 DMG

Nice!: 4 DMG

Ranged, Strong, Situational (Common: Not while Detached)

Swaying Swing (3 FP)

The Pokey swings its whole body like a whip. Can't be used while Detached.

Athletics (+Reach):

Nice!: 4 DMG

Good!: 8 DMG

Reach, Strong x3, Variant (Athletics), Unwieldy, Situational (Common: Not while Detached)

Puff

+1 Spirit, +1 Courage

1 Power, 0 Defense

Pros

+Knowhow (Weather)

+Notice (From Overhead)

+Bully (Stun)

Immune (Water)

> You heal +5 HP instead.

1 Resist (Shock)

> You receive the following as a Contact trait, lasting for 1 turn per point of Raw Damage:
>
> > The attacker takes 1 Piercing Shock DMG, and you make a Steady check; the attacker is Dazed (1) for 1 turn for each Grade of Success.

Adapted (Clouds)

Clone

Hover

Fly

Mirage

Cons

Weakness (Air)

> You must make a Steady check versus Disorientation, lasting a number of turns equal to the damage taken (minimum 1 turn).

Weakness (Fire, Ice)

> You drift down to earth and become Dazed, lasting a number of turns equal to the damage taken (minimum 1 turn).

Handless

Legless

Puffs are carefree wind spirits who answer to no one – which unfortunately tends to give them unfounded confidence and a penchant for bullying. Still, their mastery over the skies is second to none, and they're quite useful to have around.

Tech Defaults

- Indirect
- Launch
- Stun
- Terrain (Weather)

Optional: Element (Air/Water) on Indirect or Ranged Techniques,
or Element (Shock) on Stun Techniques

Example Techniques

Zip Zap (0 FP)

Bristles with static and collides with the foe.

Coordination:

Nice!: 1 Shock DMG

Good!: 2 Shock DMG

Bully (+Status):

Nice!: Stun (1) for 2 turns

Good!: Stun (2) for 2 turns

Great!: Stun (3) for 2 turns

Wonderful!: Stun (4) for 2 turns

Element (Shock), Stun x2, Unwieldy

Downpour (3 FP)

Storms over the enemy as far as the wind will carry them.

Coordination:

Nice!: 2 Water DMG

Attacks 1 more target behind the first, and +1 target after that for each additional Grade of Success.

Element (Water), Indirect, Sequential, Strong

Puni

-1 Heart, +1 Spirit, +1 Courage

0 Power, 0 Defense

Pros

+Notice (Details)

+Trickery (Dodge)

or +Trickery (Stealth)

+Cheer (Cooperate)

Cons

Weakness (Crushing)

You take +2 damage and become Dazed (1), lasting a number of turns equal to the damage dealt.

Handless

The Punies are small and frail insects who live isolated lives in long forgotten woods. Many scholars believe they're just a myth. However, when they travel abroad, their ability to work in a group makes them stalwart companions.

Tech Defaults

- Allies
- Boost (Dodge)
- Flowery
- Selective
- Minion (Bugs)

Example Techniques

Underfoot Jab (0 FP)
Meekly strikes at an enemy from underneath, escaping their notice.
Coordination:
Auto: 0 DMG
Nice!: 1 DMG
Selective

Group Bouquet (3 FP)
Shares Flower Power with their allies, restoring their FP.
Cheer (+Cooperate):
Nice!: +1 FP
Good!: +2 FP
Great!: +3 FP
Allies, Flowery x3, Harmless

Puppet

+1 Spirit, +1 Courage

1 Power, 1 Defense

Pros

+Crafts (Woodwork)

+Trickery (Camouflage)

+Perform (Appeal)

Immune (Poison, Stars)

1 Resist (Shock)

Construct (Lifelike)

Resilient

Cons

Weakness (Blast)

You crumble to the floor and are unable to act, as if you've been KO'd. You retain your HP, and can recover through your Resilient Trait.

Weakness (Fire)

You take +2 damage and suffer from a Lingering burn, lasting a number of turns equal to the damage taken.

Rarely, the Stars have seen fit to bless inanimate objects with life. Puppets come in many forms, but their connection to the Stars always remains strong. For a Puppet, until their duty's done, all the world's a stage.

Tech Defaults

- Boost (Any)
- Tool (Built-In)
- Variant (Perform)
- + 1x Custom Set of Traits

Custom Sets are defined during character creation. For Puppets, they can include any Traits totalling no more than 2 FP, can include Tool (Built-In) for no additional FP cost, and can't include negative Traits.

Example Techniques

Hand Gun (0 FP)
(Custom Trait: Strong)
Blasts the enemy with a built-in popgun.
Aim:
Auto: 2 DMG
Nice!: 4 DMG
Strong, Tool (Ranged)

Inspired Performance (3 FP)
Appeals to their allies, inspiring them to put on a grand show.
Perform (+Appeal):
Nice!: +1d6 Perform for 3 turns
Good!: +2d6 Perform for 3 turns
Great!: +3d6 Perform for 3 turns
Boost (Perform) x3, Allies, Harmless

Raven

+2 Spirit

1 Power, 0 Defense

Pros

+Athletics (Climb)

+Knowhow (Any)

+Trickery (Dodge)

Adapted (Climbing)

Cons

Handless

These mysterious birds are fast on their feet and from a quiet, contemplative life observing others, become quite knowledgeable in their fields. They tend to keep to themselves (unless they want something), and rarely speak unless they have something important to say.

Tech Defaults

- Aerial
- Boost (Attack)
- Overrun
- Snatch

Example Techniques

Jump Squat (0 FP)

Leaps at an enemy and attempts to flatten them with a surprisingly heavy slam.

Athletics:

Good!: 4 DMG

Bully:

Good!: -1d6 Coordination for 2 turns

Great!: -2d6 Coordination for 2 turns

Aerial, Strong, Weaken (Coordination) x2, Commitment (Primary), Unwieldy x2

Sage's Wisdom (3 FP)

Advises their allies on the best way to fight their opponents.

Knowhow (+Battle):

Nice!: +1 Attack for 3 turns

Good!: +2 Attack for 3 turns

Great!: +3 Attack for 3 turns

Boost (Attack) x3, Allies, Harmless

Rex

+1 Heart, +1 Courage

1 Power, 0 Defense

Pros

+Athletics (Run)

+Athletics (Scrunch)

or +Steady (Scrunch)

+Bully (Burns)

1 Resist (Fire)

Carrier (Un-Scrunched)

Cons

Weakness (Aerial)

You retain your Defense, but if you take damage from this attack, you are forced into your Scrunched State.

Other Traits

State (Scrunched)

You can scrunch your body into a smaller state, or return to normal size, with Athletics or Steady.

This lowers your defenses, Weakening Guard and Steady. But you also become smaller and faster, Boosting relevant Athletics and Trickery checks.

Good!: You enter/exit your Scrunched State.

Great!: You enter/exit your Scrunched State as a free action.

Rexes are short-tempered dinosaurs from distant lands, with extremely flexible bodies that can scrunch up and stretch out like an accordion. That and their vestigial wings continue to baffle modern scholars, though they seem to be a distant relative to dragon-kind.

Tech Defaults

- Element (Fire), Ranged
- Launch
- Overrun
- Spillover

Example Techniques

Headlong Charge (0 FP)

Rushes in to strike all enemies in sight.

Coordination:

Nice!: 2 DMG

Good!: 4 DMG

Overrun, Strong, Unwieldy

Fire Breath (3 FP)

A mighty gout of flame from deep within; it leaves them exhausted for a turn after use.

Aim:

Nice!: 4 Fire DMG

Good!: 8 Fire DMG

Bully (+Burns):

Good!: Lingering (1) for 3 turns.

Great!: Lingering (2) for 3 turns.

Wonderful!: Lingering (3) for 3 turns.

Element (Fire), Ranged, Strong x4, Lingering x3, Exhausting, Unwieldy x2

Scuttlebug +2 Spirit 1 Power, 0 Defense

Concept: @bigmeatyflaws

Pros

+Athletics (Climb)
+Crafts (Web)
+Notice (Tremors)
Adapted (Climbing)
Elevation
Requires an elevated position to attach a web. Can use Crafts in place of Athletics.

Cons

Handless

A variety of spider-like creatures, collectively referred to as "Scuttlebugs" – though depending on the region, Piders, Arantulas or Skeeters may be better known.
In any case, they share the same skittish and reclusive tendencies.

Tech Defaults

- Aerial
- Daze x2
- Ranged
- Variant (Crafts)

Example Techniques

Web-Launch (0 FP)
Fires a series of clumped up balls of webbing from the mouth.
Aim:
Nice!: 1 DMG
Good!: 1 DMG x2
Great!: 1 DMG x3
Wonderful!: 1 DMG x4
Ranged, Strong, Unwieldy

Web Net (5 FP)
Casts a net of webbing over the enemy group, attempting to tangle them up.
Crafts:
Nice!: Daze (1) for 4 turns
Good!: Daze (2) for 4 turns
Great!: Daze (3) for 4 turns
Wonderful!: Daze (4) for 4 turns
Daze x4, Group, Variant (Crafts), Harmless (Indirect)

Shaman +2 Spirit 1 Power, 0 Defense

Pros

+Knowhow (Lore)
+Magic (Buffs)
+Magic (Fortune Telling)
Efficient (Buffs, Enchantments, Fortune Telling)

Cons

Weakness (Confuse)
The Level and Duration of any Confusion inflicted on you is doubled.

While the common people refer to them as Shamans, this tribe are mysterious magicians, drawing power from the Stars themselves. Mystifying though they may be, they're generally good-natured.

Tech Defaults

- Boost (Any)
- Confuse x2
- Daze x2
- Ranged

Example Techniques

Migraine Missile (0 FP)
Shoots the foe with a magic blast that induces a headache, Confusing them for 2 turns.
Aim:
Nice!: 1 DMG
Good!: 2 DMG
Magic:
Nice!: Confuse (1) for 2 turns
Good!: Confuse (2) for 2 turns
Great!: Confuse (3) for 2 turns
Wonderful!: Confuse (4) for 2 turns
Confuse x4, Ranged, Shorten x2, Unwieldy

Power Drain (5 FP)
Steals power from an enemy, lowering their Attack and boosting an ally's instead, for 2 turns.
Magic (+Buffs):
Great!: +1/-1 Attack for 2 turns
Wonderful!: +2/-2 Attack for 2 turns
Excellent!: +3/-3 Attack for 2 turns
Ranged, Split, Weaken (Attack) x3, Shorten, Harmless, Unwieldy x2
+ Split Slot (Boost (Attack) x3, Others)

Shy Guy

+1 Spirit, +1 Courage

1 Power, 0 Defense

Pros

+Craft (Jury-Rig)

+Trickery (Bluff)

+Cheer (Athletics)

Immune (Charm, Provoke)

Cons

Weakness (Fear)

The Level and Duration of all Statuses you suffer associated with fear are doubled.

Shy Guys are mysterious, childlike tricksters. While they tend to be selfish and scatterbrained, they have been known to rally together, and prove to be capable craftsmen – although it's usually for selfish causes.

Tech Defaults

- Aerial
- Disarm x2
- Snatch
- Variant (Trickery)

Example Techniques

Acrobatics (0 FP)

Flips onto the enemy, with a chance to hit critically with a foot flurry.

Athletics:

Roll 1d6:

1-5:

Nice!: 1 DMG

Good!: 2 DMG

6:

Nice!: 1 DMG

Good!: 2 DMG

Great!: 2 DMG x2

Wonderful!: 2 DMG x3

Aerial, Lucky Hit, Unwieldy + Lucky Slot (Strong x2)

Snatch Run (6 FP)

Runs past grounded targets and attempts to steal their weapons, taking them from the enemy and Disarming them.

Trickery:

Nice!: Disarm (3) Weapons for 3 turns

Good!: Disarm (4) Weapons for 3 turns

Great!: Disarm (5) Weapons for 3 turns

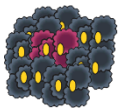
Wonderful!: Disarm (6) Weapons for 3 turns

Disarm (Tool) x6, Empower x2, Overrun, Harmless, Shorten x2

Smorg

+2 Heart

1 Power, 0 Defense



Pros

+Athletics (Grapple)

+Trickery (Mimicry)

+Steady (Clone)

Immune (Charm)

Clone

Mimicry

> You can use Athletics, Trickery or Steady for Mimicry checks, but not Magic.

Cons

Weakness (Air, Blast)

> You take +2 damage and become Disoriented (1) as individual Smorgs are thrown out from the group, lasting a number of turns equal to the damage taken. You can't take on or maintain shapes with Mimicry while Disoriented by this effect.

Weakness (Confuse, Fear)

> The Level and Duration of all Statuses you suffer associated with confusion or fear are doubled.

Handless

Legless

Smorgs are artificial lifeforms with shady origins, though most attribute them to X-Naut experiments. They can propagate at alarming rates if left unchecked, collecting into dangerous groups. Each individual Smorg in the hive works together to take on complex shapes.

Tech Defaults

- Indirect
- Minion (Smorgs)
- Reach
- Stun

Example Techniques

Smorg Stomp (0 FP)

A single (disposable) Smorg launches through the air at a target.

Athletics:

Nice!: 2 DMG

Indirect, Aerial, Commitment (Primary)

Miasma Sweep (4 FP)

A large bundle of Smorgs group into a claw, then swipe! The claw is able to strike at a row of enemies simultaneously, aiming high or low.

Coordination:

Good!: 6 DMG

Indirect, Overrun, Reach, Strong x2, Commitment (Primary), Unwieldy

Snifit

+2 Spirit

1 Power, 0 Defense

Pros

+Aim (Shoot)

+Notice (Scent)

+Trickery (Bluff)

Immune (Fumes)

Cons

N/A

Snifits are similar in many ways to Shy Guys, save for their large masked snout. They're not as good at working together and are often more selfish than Shy Guys, but are more cunning and self-reliant as a result.

Tech Defaults

- Disarm
- Launch
- Ranged
- Variant (Trickery)

Example Techniques

Bullet Barrage (0 FP)

Fires a volley of bullets from their snout.

Aim (+Shoot):

Nice!: 1 DMG

Good!: 1 DMG x2

Great!: 1 DMG x3

Wonderful!: 1 DMG x4

Ranged, Strong, Unwieldy

Cannonball (5 FP)

Blasts a large single-shot cannonball from their snout, hitting up to 4 targets one-by-one. Strikes get weaker after each target.

Aim (+Shoot):

Nice!: 3 DMG / 2 DMG / 1 DMG / 1 DMG

Good!: 6 DMG / 5 DMG / 4 DMG / 3 DMG

Ranged, Strong x2, Strike-Through x3, Unwieldy

Siren

+2 Spirit

1 Power, 0 Defense

Pros

"Element": Any
- This quality must be defined during character creation.

+Magic ("Element")

+Magic (Illusion)

+Bully ("Element")

1 Resist ("Element")

Devotion ("Element")
- Elements besides your own are restricted.

Efficient (Curses, De-Buffs, "Element", Illusions)

Fly

Hover

Cons

Weakness (Opposing Elements)
- You take +2 damage and become Dazed (1) for a number of turns equal to the damage taken.
- Your Opposing Elements are defined at the same time as your Element.

Legless

These strange spirits come in many varieties, though as rare as they are it's hard to tell what they are exactly. They're gifted with magic of the elements, though given how flighty they are, what they'll choose to do with it is difficult to predict. More concerning still, some Sirens have an affinity for the shadows...

Tech Defaults

- Empower
- Ranged
- Weaken (Any)
- + 1x Custom Set of Traits

Custom Sets are defined during character creation. For Sirens, they can include any Traits totalling no more than 2 FP, must include Element ("Element") (for no additional FP cost), and can't include negative Traits.

Optional: Element ("Element") on any Technique

Example Techniques

Burning Fist (0 FP)

Smacks the enemy with a fiery punch, burning them in the process.

(Element: Fire, Custom Traits: Lingering x2)

Coordination:

Nice!: 1 DMG

Good!: 2 DMG

Bully (+Fire):

Nice!: Lingering (1) for 4 turns

Good!: Lingering (2) for 4 turns

Great!: Lingering (3) for 4 turns

Wonderful!: Lingering (4) for 4 turns

Element (Fire), Lingering x4, Unwieldy

Hurricane (3 FP)

Blasts the enemy, pushing them into the targets behind them.

(Element: Air, Custom Traits: Launch)

Magic (+Air):

Nice!: 2 DMG

Good!: 4 DMG

Bully (+Air):

For each Grade of Success, the target is launched into an enemy behind them, dealing 2 DMG.

Element (Air), Launch, Indirect, Strong, Variant (Magic), Unwieldy

Spinia

+1 Heart, +1 Spirit

1 Power, 0 Defense

Pros

+Athletics (Spin)

+Trickery (Dodge)

+Steady (Poise)

Immune (Dizzying)

Cons

Weakness (Crushing)

The Level and Duration of all Statuses you suffer from these attacks are doubled.

Handless

Legless

Strange creatures composed of thin, springy boards. After they wind themselves up they can spin around at high speeds, but have a difficult time with fine movement.

Tech Defaults

- Confuse x2
- Counter
- Disorient
- Overrun

Optional: Variant (Athletics) on melee and Disorient Techniques

Example Techniques

Quick-Spin (0 FP)

Whirls straight into the foe!

Athletics (+Spin):

Auto: 1 DMG

Nice!: 2 DMG

Variant (Athletics)

Dizzy Blitz (4 FP)

Runs circles around grounded foes while colliding with them, leaving them dizzy for a while; they're exhausted for a turn from the effort.

Athletics (+Spin):

Good!: 4 DMG

Athletics (+Spin):

Nice!: Disorient (1) for 4 turns

Good!: Disorient (2) for 4 turns

Great!: Disorient (3) for 4 turns

Wonderful!: Disorient (4) for 4 turns

Disorient x4, Variant (Athletics) x2, Overrun, Strong, Commitment (Primary), Exhausting, Unwieldy

Squeek

+1 Spirit, +1 Courage

1 Power, 0 Defense

Pros

+Notice (Scent)

+Trickery (Stealth *or* Theft)

+Persuade (Smooth Talk)

Immune (Charm)

Cons

Weakness (Scent)

The Level and Duration of all Statuses you suffer from scent-based sources are doubled.

Squeeks are crafty little mice. Their keen noses and beady little eyes lead many to lives of crime, but their small stature and their potent senses keep them from getting into any serious trouble.

Tech Defaults

- Confuse x2
- Piercing
- Snatch
- Variant (Trickery)

Example Techniques

Tricky Slap (0 FP)

Slaps an enemy, ignoring defense.

Coordination:

Auto: 1 Piercing DMG

Nice!: 1 Piercing DMG x2

Piercing

Tricky Thief (0 FP)

Slinks past to steal an item from the target.

Trickery (+Theft):

Choose one option based on your Grades of Success.

Nice!: 1d6 Coins, +1d6 per Grade of Success

Nice!: A small Item

Good!: A large Item

Great!: An equipped Item

Snatch, Empower, Selective, Harmless

Star

+2 Courage

or +1 Spirit, +1 Courage

1 Power, 0 Defense

Pros

+Magic (Wishes)

+Cheer (Wishes)

+Perform (Appeal)

Immune (Star)

> You recover HP equal to the attack's raw damage (minimum 1 HP).
> If there's any excess HP, your Defense is Boosted (1) for a number of turns equal to the excess HP.

Efficient (Wishes)

Fly

Hover

Cons

Weakness (Shadow)

> You take double damage. If this Technique wouldn't usually deal damage, it deals 2 Piercing damage.
> Your Defense is Weakened (1) for a number of turns equal to the damage taken.

The Stars live high above the land, gazing down fondly upon all its inhabitants. While the most powerful have a responsibility to look over the world, individual Stars occasionally seek to adventure across it themselves. While their magic is potent, it's most powerful when used to grant wishes to others.

Tech Defaults

- Aerial
- Boost (Any)
- Dismiss
- Flowery

Optional: Element (Light) or Element (Star) on any Technique

Example Techniques

Star Dive (0 FP)

Dives at the enemy from above.

(Normal Attack)

Coordination:

Auto: 1 Star DMG

Nice!: 2 Star DMG

Aerial, Element (Star)

(Plummeting Attack)

Coordination:

Nice!: 2 Star DMG

Good!: 4 Star DMG

Empower (2 FP)

Grants an ally's wish to be strong with the blessing of the stars.

Cheer (+Wishes):

Nice!: +1 Attack & Star DMG for 4 turns

Good!: +2 Attack & Star DMG for 4 turns

Great!: +3 Attack & Star DMG for 4 turns

Wonderful!: +4 Attack & Star DMG for 4 turns

Boost (Attack) x4, Element (Star), Others, Harmless

Swooper

+2 Spirit

1 Power, 0 Defense

Pros

+Coordination (Swoop)

+Notice (Dark Places)

+Steady (Poise)

Immune (Charm)

1 Resist (Poison, Shadow)

Fly

Cons

Weakness (Air)

You must make a Steady check versus Disorientation, lasting a number of turns equal to the damage taken (mimimum 1 turn).

Weakness (Sudden Light)

You are stunned by the light, Dazing you for a turn for each point of damage taken (minimum 1 turn).

Handless

Swoopers, or "Swoops", are lonesome shadowy creatures. Their signature swooping motion gives them an edge when diving on foes from above – all the better to snack on their health.

Tech Defaults

- Aerial
- Drain
- Lingering x2
- Piercing

Example Techniques

Swoop (0 FP)

Swoops at the enemy from overhead.

(Normal Attack)

Coordination:

Auto: 1 DMG

Nice!: 2 DMG

Aerial

(Plummeting Attack)

Coordination:

Nice!: 2 DMG

Good!: 4 DMG

Leech Life (4 FP)

Drains the enemy's life while poisoning them.

Aim:

Nice!: 2 DMG

Good!: 4 DMG

Restores HP equal to the damage dealt.

Bully:

Good!: Lingering (1) for 3 turns

Great!: Lingering (2) for 3 turns

Wonderful!: Lingering (3) for 3 turns

Drain x2, Strong, Lingering x3, Unwieldy x2

Thwomp

+2 Heart

1 Power, 1 Defense

Pros

+Athletics (Crash)

+Trickery (Camouflage)

+Bully (Shove)

Immune (Poison)

1 Resist (Earth, Fire, Ice, Shock)

Carrier

Construct

Fly

Sinker

Cons

Weakness (Blast)

Your tough veneer is chipped; your Guard is Weakened for a number of turns equal to the damage taken. Your Defense is negated for the duration.

Weakness (Provoke)

The Level and Duration of any Provocation inflicted on you is doubled.

Handless

Legless

Thwomps are menacing brutes, designed as autonomous traps. They live for the simple pleasure of crashing into walls, floors and anything that gets in their way. There are even more deadly varieties, too, which get Bulkier and Spinier.

Tech Defaults

- Aerial (Plummet Only), Strong
- Counter
- Overrun
- Quake

Example Techniques

THWOMP (0 FP)

SLAMS onto the enemy from above.

Athletics (+Crash):

Nice!: 3 DMG

Good!: 6 DMG

Can only be used while flying. You stop flying afterwards.

Aerial (Plummet Only), Strong

Sideways THWOMP (3 FP)

SLAMS sideways, hurtling towards as many enemies as possible.

Athletics (+Crash):

Nice!: 3 DMG

Good!: 6 DMG

Overrun, Strong x2, Variant (Athletics), Unwieldy

Toad

+2 Courage

or +1 Heart, +1 Courage

1 Power, 0 Defense

Pros

+Heal (Mushrooms)

+Perform (Appeal)

+Persuade (Schmooze)

+½ Mushroom effectiveness (for Items, as user or target)

Cons

Weakness (Fear)

The Level and Duration of all Statuses you suffer associated with fear are doubled.

While the average Toad is passive to a fault, when driven to action they make for stalwart companions and devoted team players. Though as common as they are, the world is full of exceptions.

Tech Defaults

- Drain
- Hearty x2
- Shared
- Tool

Optional: Add a single Split Slot to Hearty Techniques which can't contain Strikes

Example Techniques

Drain Punch (0 FP)

Strike the foe and drain their health.

Coordination:

Auto: 1 DMG

Nice!: 2 DMG

Restores HP equal to ½ the damage dealt.

Drain

Mushroom Feast (5 FP)

Heals an ally (and themselves!) by sharing a small bundle of delicious mushrooms.

Heal (+Mushrooms):

Nice!: +6 HP

Good!: +8 HP

Great!: +10 HP

Wonderful!: +12 HP

Hearty x6, Empower x2, Shared, Harmless, Others

Ukiki

+1 Spirit, +1 Courage

1 Power, 0 Defense

Pros

+Athletics (Climb)

+Trickery (Theft)

+Steady (Poise)

Immune (Charm)

Adapted (Climbing)

Cons

Weakness (Fear)

The Level and Duration of all Statuses you suffer associated with fear are doubled.

A kind of agile monkey, distinguished from typical Kongs by their mischievous and selfish demeanour. Despite this they're quick and nimble, and their wits can prove useful – when they behave.

Tech Defaults

- Aerial
- Disarm x2
- Snatch
- Tool

Example Techniques

Seed Spitter (0 FP)

Fires a volley of watermelon seeds from their mouth. Requires a steady supply of melons for the greedy monkey.

Aim:

Nice!: 1 DMG

Good!: 1 DMG x2

Great!: 1 DMG x3

Wonderful!: 1 DMG x4

Tool (Ranged), Strong, Unwieldy

Gimme Gimme! (5 FP)

Brazenly rushes at the foe, clawing their prized weapons out from their hands – at least for a while.

Trickery (+Theft):

Nice!: Disarm (4) weapons for 4 turns

Good!: Disarm (5) weapons for 4 turns

Great!: Disarm (6) weapons for 4 turns

Disarm (Tool) x6, Empower x3, Harmless, Shorten x2

Whomp

+1 Heart

1 Power, 2 Defense

Pros

+Athletics (Intercept)
+Guard (Melee)
+Steady (Poise)
Immune (Poison)
1 Resist (Earth, Fire, Ice, Shock)
Carrier
Construct
Sinker

Cons

Weakness (Blast, Quake)
You retain your Defense against this attack, but you are flipped over, and your Defense is negated while you're flipped.
This leaves you completely Stunned (6) for 2 turns.

Weakness (Provoke)
The Level and Duration of any Provocation inflicted on you is doubled.

Whomps were constructed to be the perfect guards; with single-minded devotion and resilient bodies. However, their design has one major shortcoming – their stubby limbs struggle to get back up. Still, they make reliable shields in battle.

Tech Defaults

- Boost (Defense)
- Quake
- Strong
- Counter

Example Techniques

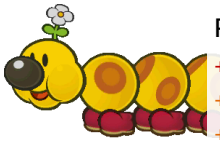
WHOMP Tremor (0 FP)
SLAMS into the ground, causing tremors that deal Piercing damage to all enemies in contact with the ground, wall or ceiling.
Athletics:
Good!: 1 Piercing Earth Quake DMG
Great!: 2 Piercing Earth Quake DMG
Quake, Piercing, Unwieldy x2

Readied Domino (3 FP)
Rocks back and forth, getting ready to SLAM onto enemies that attack in melee.
Steady (+Poise):
Bestows the below on the user as a Contact Trait.
Persists for 1 full round.
Auto: 3 DMG
Nice!: 6 DMG, +1 round duration
Additional Grades earn +1 round duration.
Counter, Strong x2, Self

Wiggler

+1 Heart, +1 Courage

1 Power, 0 Defense



Pros

+Athletics (Run)

+Cheer (FP)

+Steady (Poise)

Carrier

Cons

Weakness (Provoke)

The Level and Duration of any provocation inflicted on you (except from your Berserk State) is doubled.

Other Traits

State (Berserk)

You can become infuriated at the drop of a hat, giving you significant advantages while Provoked. With a successful Knowhow action you can even set yourself off, becoming completely Provoked (6) by the nearest enemy target.

When you're dealt damage and aren't Berserk, you immediately become Provoked by the attacker, with a Level and Duration equal to the damage taken.

Going Berserk makes you fearsome in battle, Boosting (1) your Athletics, Bully, Attack and Defense, and negating your Weakness (Damage) Trait.

However, you can't think straight, preventing you from making Notice, Cheer or similar mental checks, and all of your Primary and Secondary Checks receive Unwieldy.

You can still resist and lower Status ailments with Steady – including Provocation.

Good!: You become Provoked (6) for 2 turns.

Great!: You become Provoked (6) for 3 turns, plus 1 more turn for every extra Grade of Success, as a free action.

Wigglers are jovial creatures of the forest, and generally pleasant to be around – most of the time. When aggravated, these gentle giants become terrifying beasts, and their retribution is terrible.

Tech Defaults

- Charm
- Overrun
- Flowery
- Scaling

Example Techniques

Singular Stampede (0 FP)

Charges at all grounded enemies, bowling them over with overwhelming force.

Athletics (+Run):

Good!: 1 DMG

Great!: 2 DMG

Deals +2 DMG for each extra Grade.

Overrun, Scaling, Variant (Athletics), Unwieldy x2

Berserk Beatdown (4 FP)

Slams the enemy with a wind-up punch, launching them into other enemies. Can only be used while Berserk; stats are recorded assuming a Berserk State and include Attack boosts.

Coordination:

Nice!: 4 DMG, launches for 3 DMG

Good!: 8 DMG, launches for 3 DMG

Deals +2 DMG and launches for +1 DMG for each extra Grade

Athletics (+Berserk):

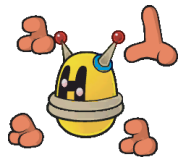
Good!: Launch the target into the target behind them, damaging each new target. For each additional Grade of Success, they hit one more enemy.

Scaling, Strong x2, Launch, Situational (Common: Not without Berserk)

Wizzerd

+1 Heart, +1 Spirit

1 Power, 1 Defense



Pros

+Coordination (Multi-Handed)
+Craft (Gadgets)
or +Knowhow (Lore)
+Magic (Shock)
Construct (Lifelike)
Hover
Mirage

Cons

Weakness (Shock, Water)
Shock attacks and Water Techniques deal +2 damage, and force you to make a Steady check versus Confusion (1), lasting a number of turns equal to the damage taken (minimum 1 turn).
Legless

Bizarre cyborgs from a long-gone age, with a knack for the mystic arts. Most have long since forgotten their origin, and fewer still are left that could talk about it. They have a surprising degree of utility, but unlike true machines, are vulnerable to illness, poison and the like.

Tech Defaults

- Boost (Any)
- Confuse x2
- Ranged
- Repeat

Optional: Element (Shock) on Ranged attacks

Example Techniques

Punch Rush (0 FP)
A rapid flurry from multiple hands.
Coordination (+Multi-Handed):
Deal 1 DMG once, then strikes one more time for each Grade of Success.
Repeat

Charge Beam (3 FP)
Fires a laser, then uses the remaining static charge to empower the user's attacks.
Aim:
Good!: 4 DMG
Magic (+Shock):
Nice!: +1 Attack for 2 turns
Good!: +2 Attack for 2 turns
Element (Shock), Ranged, Split, Strong, Commitment (Primary), Unwieldy
+ Split Slot (Boost (Attack) x2, Self)

X-Naut

+1 Heart, +1 Spirit

1 Power, 0 Defense

Pros

+Athletics (Brawn)
+Crafts (Chemistry)
or +Crafts (Gadgets)
+Knowhow (Science)

Cons

N/A

Mysterious soldiers from outer space – no one can quite agree on what they are, where they came from or even how to pronounce their name. They're firm in their resolve, and skilled with gadgets and chemicals.

Tech Defaults

- Boost (Any)
- Launch
- Weaken (Any)
- Variant (Crafts/Knowhow)

Optional: Variant (Crafts/Knowhow) on Boost/Weaken Techniques

Example Techniques

Drop Kick (0 FP)
Leaps at the enemy and kicks with both feet, trying to send them flying.
Coordination:
Nice!: 2 DMG
Good!: 4 DMG
Athletics (+Brawn):
Nice!: Launch the target into the target behind them, dealing 2 DMG to each new target. For each additional Grade of Success, they hit one more enemy.
Launch, Unwieldy, Strong

Shrink Potion (3 FP)
Concocts a potion and tosses it at an enemy, shrinking them down to size.
Crafts (+Chemistry):
Nice!: -1 Attack for 3 turns
Good!: -2 Attack for 3 turns
Great!: -3 Attack for 3 turns
Weaken (Attack) x3, Variant (Crafts), Ranged, Harmless

Yoshi

+1 Heart, +1 Courage

1 Power, 0 Defense

Pros

+Aim (Throw)
+Athletics (Jump)
or +Athletics (Run)
+Steady (VS Weaken)
Immune (Fear)
Carrier

Cons

Weakness (Sleep)
The Level and Duration of all Statuses you suffer associated with sleep are doubled.

Yoshis are affable dinosaurs from distant lands. While they can talk like other species, most never bother to learn how and choose to live simple lives. In any case, when a Yoshi decides to do something, very little can stop them.

Tech Defaults

- Aerial
- Dismiss
- Ranged
- Throw

Example Techniques

Gulp (0 FP)
Swallow an enemy in melee and spit them out at the next target in line. Both targets take damage.
Coordination:
Auto: 1 DMG
Nice!: 2 DMG
Throw

Flutter Kick (4 FP)
A series of rapid kicks from above.
Athletics:
Auto: 1 DMG
Nice!: 1 DMG x2
Good!: 1 DMG x3
Great!: 1 DMG x4
Wonderful!: 1 DMG x5
Excellent!: 1 DMG x6
Aerial, Strong x2

Yux

+1 Spirit, +1 Courage

1 Power, 0 Defense

Pros

+Knowhow (Science)
+Notice (Many Eyes)
+Steady (Propagate)
Clone
Hover

Cons

Weakness (Air)
You must make a Steady check versus Disorientation, lasting a number of turns equal to the damage taken (mimimum 1 turn).
Handless
Legless

Strange artificial beings, originally created by the X-Nauts – though no one can say for sure how many are out in the wild now. With their ability to produce more Yuxes, they're entirely self-sufficient, making them difficult to reason with – but having a couple dozen extra Yux for offense, defense or just to scout around can be quite handy.

Tech Defaults

- Minion (Yux)
- Piercing
- Ranged
- Secure (Mini-Yux Barrier)

Optional: Element (Shock) on Ranged attacks,
or Variant (Steady) on Minion and Secure Techniques

Example Techniques

Yux Laser (0 FP)
Fires a ring-shaped laser to pierce through enemy defenses.
Aim:
Good!: 4 Piercing Shock DMG
Piercing, Element (Shock), Ranged, Strong, Commitment (Primary), Unwieldy

Yux Colony (3 FP)
Produces a cluster of Mini-Yuxes around the user, which are then able to act next turn. The user needs a turn to recover before using this Technique again.
Steady (+Propagate):
Nice!: 1 Mini-Yux for 4 turns
Good!: 1 Mini-Z-Yux or 2 Mini-Yuxes for 4 turns
Great!: 1 Mini-X-Yux or 3 Mini-Yuxes for 4 turns
Tier 1: Mini-Yux:
1 HP, 0 Power, 0 Defense
Attacks at range for 1 Piercing DMG
(Piercing, Ranged)
Hover
Weakness (Air): As Yux
Tier 2: Mini-Z-Yux (3 HP):
3 HP, 1 Power, 0 Defense
Attacks at range for 4 Piercing Shock DMG
(Element (Shock), Piercing, Ranged, Strong)
Hover
Weakness (Air): As Yux
Tier 3: Mini-X-Yux (5 HP):
5 HP, 1 Power, 0 Defense
Attacks at range for 8 Piercing Shock DMG
(Element (Shock), Piercing, Ranged, Strong x3)
Hover
Weakness (Air): As Yux
Minion (Yux) x3, Variant (Steady), Lengthen, Cooldown, Harmless

The Subspecies Sidebar

Subspecies aren't playable Species in and of themselves; instead, they act as templates you can apply to existing Species. They can be applied to any of the existing Species, as long as they meet the requirements and your character's final Stats aren't reduced below 0.

See the example Subspecies on the following pages for a quick primer, and a sample of some of the most common Subspecies.

Above all else, keep in mind that this is intended to easily put together unique concepts not covered by the base Species; if a particular combination of Species and Subspecies doesn't work the way you'd like, or you think certain qualities should be available to your concept, try talking it over with your GM.

Subspecies- Stat Modifiers Power/Defense Modifiers

[Tags] *Examples of pre-existing creatures which the subspecies could be used to create.*

Add

The Pros – and Cons – that come with this subspecies, these are added onto the existing species.

If a subspecies would duplicate any traits, only one instance of that trait is kept – typically the most impactful instance (the strongest value, or the worst Weakness, for instance).

This can be subjective, so check with your GM if you're not sure.
This doesn't apply to anything with a + sign; if a subspecies adds +1 Defense, that means it stacks directly onto your Defense!

If an Immunity conflicts with a Weakness, with no remaining window for the Weakness to take effect, the Weakness is completely removed from the final species.

Remove

Everything that a creature of the existing species gives up for the subspecies.

If multiple subspecies are being applied, this applies retroactively; the order you apply subspecies templates doesn't matter. If you'd lose something at any point in the process, typically, the final species can't have it.

If however a character would gain something through this subspecies, but it's listed for removal on the same subspecies, they still keep it; additions take priority over removals!

Added Tech Defaults

Sets of Technique Traits a character of this subspecies can include when they start designing a Technique, without affecting its cost.

No matter what, if you apply a subspecies, the final species can't have more than 4 Tech Default sets (not counting *optional* or *required* sets). If you would have more than that, you have to choose what to keep and what to drop.

If an effect is listed as "+ *Optional*", and you've taken the associated Tech Default on the subspecies, then you add the *optional* effect to the final species.

If an identical set of Tech Defaults, *optional* or *required* effects would be added twice, ignore any duplicates.

Removed Tech Defaults

If the existing species has any of the listed traits in any of its Tech Default sets, or in its *optional* or *required* effects, it loses each instance of it.

Just like standard traits, these are removed retroactively, and you ignore anything the subspecies adds on itself.

Conditions

Conditions that must be met for the subspecies to be applied to a species, if applicable.

A description of the subspecies and how they fit into the world.

The Subspecies Sidebar

Blessed- -1 Spirit, +1 Courage

[Alignment] *e.g. Bulb Yoshi, Nimbi*

Add

+Heal (Others)

+Notice (Dark Places)

+Cheer (Encourage)

or +Persuade (Earnestness)

Immune (Light, Stars)

> You recover HP equal to the attack's raw damage (minimum 1 HP).
> If there's any excess HP, your Cheer is Boosted (1) for a number of turns equal to the excess HP.

Immune (Poison)

Weakness (Shadow)

> You take double damage; if this Technique wouldn't usually deal damage, it deals 2 Piercing damage.
> You're left Dazed (1) for a number of turns equal to the damage taken.

Devotion (Light)

> Non-Light elements are restricted.

Efficient (Light)

Remove

Specialisations from the base species in Coordination, Trickery and Bully; remove any remaining specialisations from the final species one at a time until you have at most 3

Weakness (Fear, Life Magic, Light, Magic, Stars)

Undead

Added Tech Defaults

- Charm
- Dismiss
- Element (Light/Stars)
  + *Optional:* Element (Light/Stars) on Indirect and Ranged Techniques
- Hearty x2
- Safe

Removed Tech Defaults

- Confuse
- Disarm
- Lingering
- Provoke
- Snatch
- Weaken

Conditions

Can't be combined with other [Alignment] subspecies.

Blessed creatures have the radiance of the stars themselves, whether it's inherited, earned or through some other twist of fate. Though rare, their presence brings great comfort to people around the world, and many have risen to greatness – though, to be sure, there's nothing inherently good in the Stars' blessings. They work in mysterious ways.

Bulky- +2 Heart, -1 Spirit, -1 Courage +1 Power

[Size] *e.g. Boom Boom, Bulky Bob-Omb*

Add

+Athletics (Brawn)
+Guard (Melee)
+Steady (Poise)

Carrier
Hover (if this subspecies would remove Fly from the final species)

Remove

Specialisations from the base species in Athletics, Coordination and Trickery; remove any remaining specialisations from the final species one at a time until you have at most 3

Fly
State (Scrunched)
Weakness (Aerial, Air, Fear)

Added Tech Defaults

- Launch
- Overrun
- Quake
- Throw

Required: Unwieldy (Primary) on attacks

Removed Tech Defaults

- Aerial
- Piercing

Conditions

Can't be combined with other [Size] subspecies.

Bulky creatures are larger and far more imposing than their brethren. While they're less capable in most fields, they more than make up for it in their power and stamina.

Dank- +1 Heart, -1 Courage

e.g. Dark Craw, Gloomba

Add

+Notice (Dark Places)
+Trickery (Darkness)
+Bully (Status)
+1 Resist (Poison)
Weakness (Sudden Light)
You are stunned by the light, Dazing (1) you for a turn for each point of damage taken (minimum 1 turn).

Remove

Specialisations from the base species in Heal, Knowhow and Persuade; remove any remaining specialisations from the final species one at a time until you have at most 3

Weakness (Poison, Shadow)

Added Tech Defaults

- Disorient
- Lingering x2
- Provoke x2
- Weaken (Any)

Removed Tech Defaults

- Boost
- Dismiss
- Hearty

Conditions

N/A

Creatures that thrive underground aren't much different from their surface-dwelling counterparts, but tend to be somewhat hardier and a good deal less pleasant. They tend to lack ambition, settling for whatever they can get, which pairs poorly with the few opportunities they have.

Dreamy- -1 Heart, -1 Spirit, +2 Courage

[Material] *e.g. Cosmic Clone, Dreamy Shy Guy*

Add

+Magic (Dreams)
+Perform (Appeal)
+Persuade (Charm)
Immune (Poison)
Weakness (Sleep)
The Level and Duration of all statuses you suffer associated with sleep are doubled.
Weakness (Fear, Magic, Shock)
If you're currently Intangible, you're wrenched back to a solid state with force, Dazing (1) you for a turn for each point of damage taken (minimum 1 turn).
Clone
Intangibility
Mirage

Remove

Specialisations from the base species in Guard, Heal, Knowhow and Steady; remove any remaining specialisations from the final species one at a time until you have at most 3

Base species Power is reduced to 1 (if it's more than 1)
Base species Defense is reduced to 0

State (Berserk)
Weakness (Charm, Confuse, Provoke)

Resists and Weaknesses from the base species

Added Tech Defaults

- Boost (Any)
- Daze x2
- Charm
- Terrain (Any)
  Choose during character creation

Removed Tech Defaults

- Dismiss
- Hearty
- Launch
- Quake
- Throw
- Underfoot

Conditions

Can't be combined with other [Material] subspecies.

Ethereal beings made more of mind than matter, which have since taken form in the physical world. Dreamy creatures tend to be distant, but are more in tune with the magical essence of life – giving them unshakeable bravado and a certain undeniable charisma.

Dry- -1 Heart, +1 Spirit +1 Defense

[Material] *e.g. Bony Beetle, Dry Bones*

Add

+Trickery (Camouflage)

+Bully (Surprises)

+Steady (Resilience)

Immune (Charm, Fear, Fire, Poison)

> Fire can be used to disable your Resilient Trait while crumpled or KO'd.

Immune (Shadow)

> You recover HP equal to the attack's raw damage (minimum 1 HP).
> If there's any excess HP, your Defense is Boosted (1) for a number of turns equal to the excess HP.

Weakness (Air, Blast)

> You crumble to the floor and are unable to act, as if you've been KO'd. You retain your HP, and as long as you're not actually KO'd, you can recover through your Resilient Trait.

Weakness (Life Magic, Sudden Light, Stars)

> Any HP you would normally recover is treated as damage instead; then, you take double damage.
> If this Technique wouldn't usually deal damage, it deals 2 Piercing damage.
> You're left Dazed (1) for a number of turns equal to the damage taken.

Clone

Resilient

Undead

Remove

Specialisations from the base species in Athletics, Guard, Knowhow, Magic, Cheer and Persuade; remove any remaining specialisations from the final species one at a time until you have at most 3

Construct

Invisibility

State (Berserk, Scrunched)

Undead (Lifelike)

Weaknesses, Immunities and Resistances from the base species

Added Tech Defaults

- Dismiss (Enemies Only)
- Fear x2
- Minion (Skeletons)
- Ranged

Removed Tech Defaults

- Element (if from base species)
- Flowery
- Hearty
- Indirect

Conditions

Can't be combined with other [Material] subspecies.

Dry creatures are the skeletal remains of once healthy folk. While they're weaker than their live counterparts, they're relentless, continuously picking themselves back up with an endless supply of bones.

Elementalist- +1 Spirit, -1 Courage (Part 1: Baseline Traits)

[Elemental] *e.g. Fire Bro, Frost Piranha, Petal Guy, Thunder Lakitu*

Add

"Element" & "Environment": Any
These qualities are defined during character creation, unless the base species already defined them. They must be thematically tied.

+Magic ("Element")

+Notice ("Environment")

+Steady ("Element")

2 Resist ("Element")

Weakness (Opposing Element)
You take double damage. If this Technique wouldn't usually deal damage, it deals 2 Piercing damage.
You take on a negative Status (1) for a number of turns equal to the damage taken.

Devotion ("Element")
Elements besides your own are restricted.

Efficient ("Element")

Remove

Specialisations from the base species in Magic, Notice, Cheer and Persuade; remove any remaining specialisations from the final species one at a time until you have at most 3

Immune/Resist (Opposing Element(s))

Weakness ("Element")

Added Tech Defaults

- Element ("Element")
  + *Optional:* Element ("Element") on attacks and Indirect or Ranged Techniques
- Terrain
  As appropriate to your environment(s); choose during character creation
- +1x Custom Set of Traits

Custom Sets are defined during character creation. For Elementalists, they can include any Traits totalling no more than 2 FP, must include Element ("Element") (for no additional FP cost), and can't include negative Traits.

Removed Tech Defaults

- Element (if from base species)
- Terrain (if from base species)

Conditions

Can't be added onto Elementals.

Some creatures are imbued with the elemental qualities of the natural world. It's a rare phenomenon, and outside of some Bro clans, tends to be met with confusion or fear...

Elementalist- is a very flexible subspecies, with a lot of freedom given to the player to define its strengths and its weaknesses. Even two fire-themed characters are likely to approach this in different ways!

Elementalist- (Part 2: Customisable Traits)

[Elemental] *e.g. Blimp Yoshi, Bombshell Koopa, Chill Bully, Pyro Guy*

Bombshell Koopa & Blimp Yoshi Art: @meineeds.rest

Add

Choose and add up to 4 positives from the below:

- "Element" & "Environment": Any Other
  - Treat all references to "Element" or "Environment" from this subspecies as equivalent to either of your choices.
- Immune ("Element")
  - You recover HP equal to the attack's raw damage (minimum 1 HP).
  - If there's any excess HP, one of your qualities is Boosted (1) for a number of turns equal to the excess HP.
  - Choose which quality is Boosted during character creation.
- Immune (Status or Status Source)
  - Can be chosen repeatedly, with a different Status or Status source each time.
- +1 Defense
- +2 Resist (Other Element)
  - Can be chosen repeatedly, with a different Element each time.
- Adapted (Environment)
  - Can be chosen repeatedly, with a different Environment each time.
  - May also be able to act as Carrier in the chosen Environment.
- Carrier
- Contact
  - The attacker takes 1 Piercing "Element" DMG, and you make a Steady check; the attacker suffers a negative Status (1) for 1 turn for each Grade of Success.
- Fly
- Hover
- Intangibility (In "Environment")
- Latent (Related Power-Up)
  - Can be chosen repeatedly, with a different Power-Up each time.
  - For 5 FP: Activate this Power-Up, targeting yourself.

Choose and add from the below negatives, requiring at least as many negatives as positives:

- Weakness (Other Element)
  - Can be chosen repeatedly, with a different Element each time.
  - You take +2 damage and take on a negative Status (1) for a number of turns equal to the damage taken.
- Weakness (Status or Status Source)
  - Can be chosen repeatedly, with a different Status or Status source each time.
  - The Level and Duration of all associated statuses you suffer are doubled.
- Sinker

...but despite the odds, it seems wherever these elemental beings go they rise above the crowd to make a name for themselves.

This flexibility brings a lot of added complexity, though. It's extremely important to work with your GM to make appropriate decisions that flesh out your character and their theming – even if they're not explicitly listed as options or requirements. Ideally you want a fun concept that you and your GM are both comfortable and satisfied with.

The Subspecies Sidebar

Gold- -1 Heart, +1 Courage

[Material] *e.g. Amazy Dayzee, Bombshell Bill*

Add

+Notice (Treasure)
+Perform (Appeal)
+Persuade (Deals)
+½ Starting Coins

Remove

Specialisations from the base species in Heal, Magic, Notice and Cheer; remove any remaining specialisations from the final species one at a time until you have at most 3

Added Tech Defaults

- Boost (Any)
- Disorient
- Element (Light)
  + *Optional:* Element (Light) on Indirect or Ranged Techniques
- Snatch

Removed Tech Defaults

- Daze
- Dismiss
- Tutor

Conditions

Can't be combined with other [Material] subspecies.
Can't be combined with Shadow-.

Gold creatures are infused with enchanted gold, giving them a certain affinity for Coins and other treasure. This affinity even extends to managing their finances, and seemingly conjuring treasure from thin air. All this contributes to a certain confidence that can make them hard to deal with, and blind to their own failings – but undeniably charismatic.

Hyper- +1 Spirit, -1 Courage

e.g. Hyper Cleft, Hyper Goomba

Add

+Athletics (Brawn)
+Magic (Boosts)
or +Cheer (Boosts)
+Cheer (Aggression)
Immune (Fear)
Weakness (Confuse)
The Level and Duration of any Confusion inflicted on you is doubled.

Remove

Specialisations from the base species in Guard, Knowhow, Trickery and Steady; remove any remaining specialisations from the final species one at a time until you have at most 3

Added Tech Defaults

- Boost (Attack) x2, Self
- Confuse x2
- Flowery
- Overrun

Removed Tech Defaults

- Boost
- Charm
- Hearty
- Weaken

Conditions

N/A

Prolonged exposure to strange magic has caused some creatures to take on some magic properties themselves. It doesn't do much for their social skills, but they're full of energy, able to empower themselves to a frightening degree and conjure all manner of strange effects.

Marine- +1 Heart, -1 Spirit

[Environmental] *e.g. Bob-Omb Fish, Torpedo Ted*

Add

+Athletics (Swim)

+Knowhow (Fresh Water)

or +Knowhow (Ocean)

+Notice (Underwater)

+1 Resist (Fire, Ice, Water)

Weakness (Shock)

You take +2 damage and become Dazed (1) for a number of turns equal to the damage taken.

Adapted (Water)

Carrier (In Water)

Remove

Specialisations from the base species in Athletics, Crafts and Notice; remove any remaining specialisations from the final species one at a time until you have at most 3

Weakness (Fire, Ice, Water)

Hover

Fly

Sinker

Added Tech Defaults

- Element (Water)
  + *Optional:* Element (Water) on Indirect or Ranged Techniques
- Overrun
- Ranged
- Weaken (Any)

Removed Tech Defaults

- Aerial
- Quake
- Underfoot
- Terrain

Conditions

Can't be combined with other [Environmental] subspecies.

Can't be added if the base species would normally have Adapted (Water).

Marine creatures are species adapted for life underwater, making them hardier and tougher in battle, though somewhat more awkward on land. If they can get into the water, though, or bring water onto land, their speed is unmatched.

Mecha- +1 Spirit, -2 Courage +1 Power, +1 Defense

[Material] *e.g. Mechakoopa, Mechawiggler*

Add

+Athletics (Brawn)
+Crafts (Gadgets)
+Knowhow (Gadgets)
Immune (Charm, Fear, Poison, Provoke, Sleep)
+1 Resist (Air, Blast, Earth, Magic)
Weakness (Shock Attacks, Water)
> You take +2 damage and become Confused (1) for a number of turns equal to the damage taken (minimum 1 turn).

Construct
Resilient
Sinker

Remove

Specialisations from the base species in Athletics, Magic, Cheer and Persuade; remove any remaining specialisations from the final species one at a time until you have at most 3

Weaknesses, Immunities and Resistances from the base species
Weakness (Crushing, Magic)

Construct (Lifelike)
State (Berserk, Scrunched)
Undead

Contact traits that deal elemental damage

Added Tech Defaults

- Element (Blast)
  + *Optional: Element (Blast) on Indirect or Ranged attacks*
- Element (Shock)
  + *Optional: Element (Shock) on attacks*
- Tool (Built-In)

Removed Tech Defaults

- Element (Earth, Water)
- Charm
- Drain
- Flowery
- Lingering
- Terrain

Conditions

Can't be combined with other [Material] subspecies.

Marvels of technology, mechas come in a variety of different forms. Cold, imposing and relentless, they're exceptional on the battlefield – but their calculating minds are even more impressive. There are downsides to dreaming of electric Sleepy Sheep, though; without that spark of life, they struggle with magic, and can't enjoy delicious Mushrooms.

Metal- +1 Heart, -2 Spirit +2 Defense

[Material] *e.g. Iron Cleft, Metal Guy*

Add

+Guard (Melee)

+Crafts (Metalwork)

+Steady (Poise)

Immune (Fire, Water)

> Your form softens, Weakening your Defense and Resist traits for a duration equal to the damage taken.
> The Status Level begins at 1, and increases by 1 each time this is triggered, until the status is recovered from.
> If your Defense and Resist traits are reduced to 0 by this status, treat this trait as a Weakness that deals +2 damage for the duration instead.

Immune (Poison)

+2 Resist (Air, Blast, Earth, Ice)

Weakness (Shock)

> You take on a Contact Trait, dealing Piercing Shock damage. The damage and duration are both equal to ½ the damage taken (minimum 1).

Construct (Lifelike)

Sinker

Remove

Specialisations from the base species in Athletics, Knowhow, Trickery, Cheer and Perform; remove any remaining specialisations from the final species one at a time until you have at most 3

Weaknesses, Immunities and Resistances from the base species

Weakness (Air, Crushing)

Adapted (Water)

Clone

Fly

Hover

Intangibility

State (Scrunched)

Contact traits that deal elemental damage

Added Tech Defaults

- Boost (Defense) x2, Self
- Daze x2
- Secure (Metal Form)
- Strong

Required: Unwieldy (Primary) on attacks

Removed Tech Defaults

- Aerial
- Boost
- Dismiss
- Flowery
- Hearty
- Lingering
- Overrun

Conditions

Can't be combined with other [Material] subspecies.

Metal creatures are by far the hardiest creatures alive, seemingly invincible and able to take just about any kind of punishment. Whether their metal cladding is only skin-deep or if it's an intrinsic part of them, one thing's for certain – these guys are tough.

Mini- -1 Heart, +2 Spirit, -1 Courage -1 Power

[Size] *e.g. Nipper Plant, Thwimp*

Add

+Athletics (Flight)
or +Athletics (Jump)
or +Athletics (Run)
or +Athletics (Swim)
+Notice (Details)
+Trickery (Dodge)
or +Trickery (Stealth)
Weakness (Crushing)
You take +2 damage and become Dazed (1), lasting a number of turns equal to the damage dealt.

Remove

Specialisations from the base species in Coordination, Guard, Bully and Steady; remove any remaining specialisations from the final species one at a time until you have at most 3

Immune (Contact, Fear)
Carrier
Sinker

Added Tech Defaults

- Homing
- Hustle
  + *Required:* When Hustle is added as a Tech Default, add either Self or a single Split Slot (which can't contain Strikes). Only the user can be targeted with Hustle.
- Repeat
- Selective
- Weaken (Attack)

Removed Tech Defaults

- Quake
- Strong
- Unwieldy

Conditions

Can't be combined with other [Size] subspecies.

Mini creatures are smaller than the norm for their kind, and with that comes a sharp reduction in their confidence and offensive capabilities. They can't just throw their weight around, so to speak. Still, being on the lighter side keeps them sharp – they're faster, harder to catch and a good deal more slippery.

Para- -1 Heart, +1 Spirit

[Environmental] *e.g. Fly Guy, Paratroopa*

Add

+Athletics (Flight)

+Notice (From Overhead)

+Trickery (Dodge)

Weakness (Air)

> You must make a Steady check versus Disorientation (1), lasting a number of turns equal to the damage taken (minimum 1 turn).

Carrier

Fly

Remove

Specialisations from the base species in Athletics, Guard and Steady; remove any remaining specialisations from the final species one at a time until you have at most 3

Hover

Sinker

Added Tech Defaults

- Aerial
- Disorient
- Element (Air)
  + *Optional:* Element (Air) on Indirect or Ranged Techniques
- Indirect

Removed Tech Defaults

- Overrun
- Quake
- Selective
- Underfoot

Conditions

Can't be combined with other [Environmental] subspecies.

Can't be added if the base species would normally have Fly.

Para creatures are winged variants of other races, making them more agile, though less sturdy and more reliant on their wings.

Shadow- -2 Heart, +1 Spirit, +1 Courage

[Alignment] [Material] *e.g. Dark Goomba, Shadow Siren*

Add

+Notice (Dark Places)
+Bully (Surprises)
+Persuade (Manipulate)
Immune (Fear)
Immune (Shadow)
> You recover HP equal to the attack's raw damage (minimum 1 HP).
> If there's any excess HP, your Bully is Boosted (1) for a number of turns equal to the excess HP.

Weakness (Sudden Light, Stars)
> You take double damage; if this Technique wouldn't usually deal damage, it deals 2 Piercing damage.
> You're left Dazed (1) for a number of turns equal to the damage taken.

Devotion (Shadow)
> Non-Shadow elements are restricted.

Efficient (Shadow)
Hover
Intangibility
Invisibility
Mirage

Remove

Specialisations from the base species in Athletics, Guard and Steady; remove any remaining specialisations from the final species one at a time until you have at most 3

Weaknesses, Immunities and Resistances from the base species

All Defense and Defense bonuses; the final species' Defense becomes 0

Adapted (Burrowing)
Clone
Construct
Fly
Resilient

Contact traits that deal non-elemental damage (e.g. from Spiny-)

Added Tech Defaults

- Charm
- Drain
- Element (Shadow)
  + *Optional:* Element (Shadow) on Indirect and Ranged Techniques
- Secure (Intangible)

Removed Tech Defaults

- Boost
- Dismiss
- Hearty
- Launch
- Strong
- Throw

Conditions

Can't be combined with other [Alignment] or [Material] subspecies.

Shadowy figments of creatures that turned away from the light long ago. Those that remain are extremely rare, and seldom trusted – though they're quite good at getting their way. All this leads them to further isolation and shadier lifestyles, despite the strengths they can offer.

Spectral- -2 Heart, +2 Spirit

[Material] *e.g. Eerie, Ghoul Guy*

Add

+Knowhow (Lore)
+Magic (Illusion)
+Bully (Surprises)
Immune (Fear, Poison)
Immune (Shadow)
> You recover HP equal to the attack's raw damage (minimum 1 HP).
> If there's any excess HP, your Dodge is Boosted (1) for a number of turns equal to the excess HP, and you can make Dodge checks in addition to Blocking until the Boost wears off.

+2 Resist (Ice)
Weakness (Life Magic, Sudden Light, Stars)
> Any HP you would normally recover is treated as damage instead; then, you take double damage.
> If this Technique wouldn't usually deal damage, it deals 2 Piercing damage.
> You're left Dazed (1) for a number of turns equal to the damage taken.

Hover
Intangibility
Invisibility
Mirage
Undead

Remove

Specialisations from the base species in Athletics, Guard, Cheer, Persuade and Steady; remove any remaining specialisations from the final species one at a time until you have at most 3

Weaknesses, Immunities and Resistances from the base species

All Defense and Defense bonuses; the final species' Defense becomes 0

Clone
Construct
Elevation
Fly
Resilient

Contact traits that deal untyped damage (e.g. from Spiny-)

Added Tech Defaults

- Fear x2
- Minion (Ghosts)
- Secure (Intangible)

Removed Tech Defaults

- Aerial
- Dismiss
- Hearty
- Strong
- Unwieldy
- Boost
- Element (if from base species)
- Launch
- Throw
- Variant

Conditions

Can't be combined with other [Material] subspecies.
Can't be added onto Undead species.

Spectral creatures are ethereal echoes of once-healthy folk. They're further removed from the living than typical Boos, with little interest in the affairs of mortals – though they're quite knowledgeable and extraordinarily quick-witted in their own right.

Spiny- +1 Heart, -1 Courage

e.g. Koopaling, Spiny

Add

Immune (Contact)

This Immunity is negated if the attacker uses an Indirect attack or is otherwise unaffected by your spikes.
Depending on the nature of the attack and the position of your spikes, certain attacks may still bypass this immunity.

Contact

The attacker takes 1 Piercing DMG, and you make a Steady check; the attacker is Dazed (1) for 1 turn for each Grade of Success.

Remove

Carrier

Contact

Added Tech Defaults

- Piercing
- Strong
- Terrain (Spikes)

Removed Tech Defaults

- Boost
- Dismiss
- Flowery
- Hearty

Conditions

Can't be added onto species which already have Immune (Contact).

Spiny creatures are covered in spikes, making them stronger and more resilient in battle – although they aren't exactly known for their hospitality. For any warrior, though, being Spiny would be quite the boon; Koopas in particular will go out of their way to acquire spikier shells.

Tanooki- -1 Heart, +1 Spirit

e.g. Tail Thwomp, Tanoomba

Add

+Athletics (Fly)

+Trickery (Disguise)

+Magic (Shape-Change)

Fly

Latent (Stone Cap)

> For 5 FP: Activate the effect of a Stone Cap, targeting yourself.

Mimicry

Mirage

Weakness (Blast, Quake)

> This Weakness only applies while in a stone form.
>
> Your stone form is chipped, nullifying its effects and Dazing (1) you for a turn for each point of damage taken (minimum 1 turn).

Remove

Specialisations from the base species in Guard, Heal, Knowhow, Bully and Steady; remove any remaining specialisations from the final species one at a time until you have at most 3

Clone

Added Tech Defaults

- Aerial
- Indirect
- Secure (Stone Form)

Removed Tech Defaults

- Launch
- Quake
- Throw
- Underfoot

Conditions

N/A

Mischievous tricksters imbued with the innate abilities of Super Leaves. Their magical feats are legendary in folklore, though they're quite rare – perhaps because of their natural cunning, they tend to shy away from direct confrontation.

Toxic- +1 Heart, -1 Courage

e.g. Poison Puff, Putrid Piranha

Add

+Guard (VS Unarmed)

+Knowhow (Poison)

+Bully (Poison)

Immune (Poison)

You heal +5 HP instead.

Weakness (Fire, Water)

Your poison is burned up, diluted or otherwise hampered, causing any checks you make to inflict Lingering poisons to be Weakened at a Status Level equal to half the damage taken (minimum 1).
This effect lasts for a number of turns equal to the damage taken (minimum 1 turn).

Remove

Specialisations from the base species in Heal, Trickery, Cheer and Persuade; remove any remaining specialisations from the final species one at a time until you have at most 3

Added Tech Defaults

- Empower x2
  For Lingering poisons only
- Lingering x3
- Terrain
  Goop or Smog only; choose during character creation
- Weaken (Defense)

Removed Tech Defaults

- Boost
- Charm
- Dismiss
- Flowery
- Hearty
- Terrain

Conditions

N/A

Creatures with volatile poison coursing through their veins. Usually this adaptation is reserved for wildlife, where they show bright colours as a warning to predators. Toxic creatures are generally seen as dangerous and difficult to get along with – but the strength of their poison is undeniable.

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A character's Personal Traits are all their special qualities which are passively active, with a wide variety of effects.
Generally speaking, if multiple instances of a Trait would apply – such as multiple Contact Traits – only one is active at a time. Typically this applies to the stronger Trait, or in the case of a negative Trait like Weakness, the more troublesome Weakness.
This can be subjective though, and in some cases up to the character to decide, so make sure to check with your GM.

Adapted

A character with this Trait is comfortable in a particular environment, situation or Terrain, such as the desert, while burrowing or underwater. They ignore the related hazardous penalties (such as restricted breathing, or burning up in the sun) and treat movement through it as simple as if they were walking.
Unless things get especially dangerous or they need to move quickly, they typically don't need to make checks to move around in that environment.
Note though that being Adapted to an environment doesn't offset someone else benefitting from that environment; if a Terrain would improve an enemy's capabilities, they don't receive any extra protection from that.

Carrier

A character with this Trait can carry one other character easily; usually they carry them around on their back, but the specifics will vary depending on the character.
As an action, a character can either pick up an adjacent ally or climb aboard an adjacent ally with Carrier – similarly to Swapping, both characters can make a Coordination check to speed this up. With a Great result from both characters, this becomes a free action.
During either character's turn, they can split back up as a free action, with the carried character taking up a space adjacent to the carrier. If the carrier is Dazed, Stunned or KO'd, both characters split up immediately.
While a character is being carried they move with the carrier, occupy the same space in combat and take their turn after the carrier. They can't be targeted if the carrier is in the way, and likewise, the carrier can't be targeted by attacks if their passenger would block them.
If an attack would affect both characters at the same time (e.g. Group, Quake), it hits them as normal.

Clone

You are able to split your mind and body into two or more like-minded individuals. While your Items and Badges don't get copied, you can divide them as you see fit whenever you split up.

With an action and a successful Steady check, you can either split up into two perfect copies or merge two nearby clones back together. With a Great result this becomes a free action! Otherwise, all parties involved lose an action for the turn.

When you first split apart, the number of Grades you earn becomes your Copy Level. The Copy Level can fluctuate from there, either dropping by 1 (when one of you splits up again), or increasing by 1 (when a pair of clones merges back together).

While split apart, each copy is weaker than the sum of its parts; both you and your copies have your max HP and max FP capped at no more than ½ your maximum, plus the Copy Level – or your ordinary maximum, whichever's lower.

Whenever two copies recombine, pool together the remaining HP and FP of both copies, up to the limit of the new form's maximum.

While split up you can make actions as normal, but your clones don't roll for their actions; they instead automatically receive a number of Grades of Success equal to their dicepool, or the Copy Level (whichever's lower).

Since they don't roll, they can't benefit from Exceptional Results at all.

It's difficult to divide your consciousness up like this; whenever you or one of your clones are seriously startled, or one of you takes more damage than your Copy Level, you must make a Steady check.

The exact difficulty depends on the situation, with damaging attacks starting at 1 Grade for each point of damage taken beyond the Copy Level.

If you fail, the Copy Level drops by 1; if the Copy Level is reduced to 0 this way, you lose control!

When you lose control of your copies you're left completely Stunned (6) for the next turn! Meanwhile, your clones are free to act however they please.

Most of the time your clones will take the opportunity to recombine or run away, but they might take more troublesome actions, too...

Construct

A character with this Trait has an artificial body. They may still have the spark of life, but they're fundamentally different from organic life.

- Constructs can equip Built-In Gear, which are functionally identical to Gear, but occupy a part of their body as well as their inventory. This Gear is harder to disarm (granting +1d6 to checks to hold onto them), but losing them is bound to cause more problems than normal.
- Constructs don't need to breathe, and may not even have a mouth, granting them a number of passive immunities in addition to their listed Traits (such as immunity to scent-based effects).
- Lifelike Constructs (such as Bob-Ombs or Puppets) can, and often need to, eat. However, True Constructs (such as Mechas) can't, preventing them from using Mushrooms, Syrups and other Items. They may still be able to use Power-Ups, though it might take some effort.
- Constructs can't be healed through conventional means; Crafts and appropriate tools are required in place of Heal. They otherwise follow all the standard rules for recovering HP.
  Lifelike Constructs can still rest and be healed with Magic, though other Constructs need more specific methods (like recharging their batteries) – typically, they can't even recover from resting.

Contact

An attacker making contact with this character is harmed in some way, which may interrupt their attack and cause more debilitating effects.
Even if the attack has no effect due to Immune, a Secure Status or some other effect, as long as the attacker would have touched the character with this Trait its effects can still be triggered.

Devotion

A character with this Trait favours a particular element, skill or fighting style – making them a little less flexible than other characters. A broad category of effects are considered "restricted" for them.

- When designing an Innate or Gear Technique, traits restricted by a character's Devotion have twice the effective FP cost. Tech Defaults work as normal.
- When paying for the cost of an ongoing ability (such as Invisibility), each FP payment costs twice as much.
- When casting spells on the fly, they pay twice as much FP per die for spells restricted by their Devotion.

Elevation

A character with this Trait is able to lift themselves above the battlefield, though they are themselves unable to fly and can't move much at all while elevated.

Elevated targets sit somewhere above the battlefield, though not entirely out of reach. If a character with this Trait is on the ground, they can make an Athletics check as an action to elevate themselves – with a Great result, it becomes a free action.

It's possible, though difficult, for elevated characters to lift other creatures. This generally requires an Athletics check in and of itself, and the elevated character is often restricted by the height they can gain and the distance they can climb before resting.

Only Aerial, Reach or Ranged attacks can strike an elevated target.

Unlike a flying character, an elevated character receives no special benefits on their melee attacks, and making a melee attack without Reach causes their elevated state to end immediately.

An elevated character struck by an Aerial, Launch or otherwise powerful attack may have to make a Steady check or be knocked to the ground.

Efficient

A character with an Efficient ability is better at managing their FP under specific circumstances. This doesn't affect their standard Techniques in battle, but makes their other uses more cost-effective – especially Magic checks.

- When paying for the cost of an ongoing ability (such as Invisibility), the ability lasts twice as long for each FP payment.
- When casting spells on the fly with Magic, they pay less FP.
- When activating the effects of a Badge or Power-Up, they pay ½ as much FP.

Fly

Flying targets sit somewhere above the battlefield, though not entirely out of reach. A character with this Trait is generally assumed to be flying unless they specifically choose not to. If they're on the ground, they can make an Athletics check as an action to start flying – with a Great result, it becomes a free action!

Only Aerial, Reach, Ranged or similar attacks in range can reach an airborne target – although flying characters can make melee attacks against targets anywhere in battle!

A flying character struck by an Aerial or Launch attack, or otherwise smacked around by a powerful blow, must make a Steady check or be knocked to the ground. The exact difficulty depends on the situation, but typically a Grade of Success for every 2 points of damage is enough to stay airborne.

It's possible, though difficult, for flying characters to carry other creatures. Unless they have the Carrier trait this requires an Athletics or similar check, and they're often restricted by the height they can gain and the distance they can fly before resting.

Handless

This character has no hands. Typically this isn't an impediment to their life, and they can manipulate objects with the appendages they have or some small intangible force of will, but any check that requires fine motor skills or upper body strength requires a higher Grade of Success than normal. Steering controls with Coordination or making things with Crafts can be particularly challenging, for example.

If a character has a relevant specialisation for an action, ignore their Handless penalty; they're generally good enough at this kind of action that they can work around their shortcomings.

Hover

A hovering character sits slightly above ground level, floating in the air, and can even fly through the air for short bursts of time – though they can't gain nearly as much height as a character with Fly.

Hovering characters can make melee attacks against targets anywhere in battle. These function similarly to Aerial attacks, but can't force flying targets to the ground or otherwise trigger relevant Weaknesses without the Aerial trait.

Despite their hovering above the ground, melee attacks can still reach hovering characters just fine. Since they're not touching the ground, they're safe from Quake, Underfoot and similar attacks.

Immune

A character with this Trait is completely immune to some kind of hazard, Technique or attack, taking no damage or adverse effects from it. They usually even benefit from the attack!

If any part of the effect a character is Immune to is positive, they can choose to take on those positive effects in addition to any effects their Immune Trait would provide.

Where applicable, Immune applies before Weakness or Resist.

Intangibility

A character with Intangibility can become solid or intangible as an action. While intangible they appear translucent and are virtually untouchable, effectively making them Secure, though certain methods may affect them or bring them back to a solid state.

This intangibility can usually be shared with another target, too, though in this case neither character can move or act while intangible.

Characters with Intangibility and Invisibility can use them as the same ability, activating and paying for both as if they were one Trait.

Generally this ability takes an action to activate, costs 1 FP per turn, and can't be used under serious stress (such as during combat). Each turn after the first requires more FP and a Steady check, requiring a Grade of Success for each turn that's already passed. If you fail, you become Dazed for 1 turn.

If you otherwise take damage, or become Dazed or Stunned, you become tangible immediately.

Invisibility

A character with Invisibility can become visible or invisible as an action. While invisible they are virtually undetectable, effectively making them Secure, though certain methods may reveal their presence.

This invisibility can usually be shared with another target, too, though in this case neither character can move or act while invisible.

Characters with Invisibility and Intangibility can use them as the same ability, activating and paying for both as if they were one Trait.

Generally this ability takes an action to activate, costs 1 FP per turn, and can't be used under serious stress (such as during combat). Each minute after the first requires more FP and a Steady check, requiring a Grade of Success for each minute that's already passed. If you fail, you become Dazed for 1 turn.

If you otherwise take damage, or become Dazed or Stunned, you become visible immediately.

Latent

Characters with this trait have untapped power within them, allowing them to quickly and easily use the effects of a specific Item or Power-Up.

This requires an action and functions exactly as if they used that Item or Power-Up. Power-Ups must be used on the user, while Items can be used on themselves or a single other target. If the Item could normally be used on a group, it's localised to a single target instead.

The user doesn't make any check, and the action can't be improved by Aiming or Administering Medicine.

Typically this effect costs at least 5 FP, and can't restore more FP to a target than it would cost. The exact cost, effect and duration may vary depending on the source of this power.

Legless

This character has no legs, or else lacks some other form of propulsion to get around on the ground. Typically this isn't an obstacle for them, and they can get around well enough, but any check that requires leg strength or quick footwork requires a higher Grade of Success than normal. Running around with Athletics or switching places with Coordination can be particularly challenging, for example.

If a character has a relevant specialisation for an action, ignore their Legless penalty; they're generally good enough at this kind of action that they can move around effortlessly.

Airborne and Hovering characters ignore their Legless penalty.

Mimicry

The ancient art of the Duplighosts is similar to Magic, but its tighter focus allows it to reach greater heights.

A character with this ability can make a Magic, Trickery or Steady check as an action to transform completely into another creature, and maintain that form by paying the FP cost at the start of each turn.

A transformed character can revert back to their own form at any point during their turn as a free action, requiring no check.

This transformation is a complete physical transformation with an added effect on the user's psyche, allowing them to act just like their target! Effectively they have all the Traits, Innate Techniques and other physical qualities of their new form – even their Skill Specialisations!

While transformed you lose your own Techniques and Traits, but you retain your own Inventory, Stats, Skills, Power and Skill Specialisations. Any Gear or Badges obtained as part of your transformation can be equipped at-will as a free action.

Transformations become harder and more expensive to maintain the less familiar you are with the intended form, though skilled shapeshifters can offset the cost with higher results.

For each Grade of Success achieved beyond the requirements, you can pay 1 less FP per turn. If this would reduce the FP cost to less than 0, this transformation becomes a free action!

If you can't see the target or otherwise follow a visual reference, Mimicry checks require an additional Grade of Success.

- Nice!: An ordinary creature that you're familiar with, such as an allied Goomba. Costs 1 FP per turn.
- Good!: An ordinary or familiar creature, such as an enemy Goomba or an allied Chomp. Costs 2 FP per turn.
- Great!: An unusual or large target, such as a Piranha Plant, Chomp or Hothead. Costs 3 FP per turn.
- Wonderful!: An ordinary or familiar creature, with copies of their Gear (including Gear Techniques) and Badges. Costs 4 FP per turn.
- Excellent!: An extremely unusual or large target, such as a dragon or giant Blooper. You might not have even seen it before – it might not even exist! Includes copies of their Gear, Gear Techniques and Badges, if applicable. Costs 5 FP per turn.

These transformations are difficult and very unstable; if you lose focus while transformed (such as by taking damage) you must make a Steady check, requiring the same Grade of Success as if you were transforming into your current form. On failure, you revert forms on the spot!

Mirage
You can conjure ghostly mirages with little more than a thought. These may be illusory copies of yourself, or some other convincing illusion.
Make a Magic or Trickery check as an action; you pay 1 FP for every mirage created, and can conjure up to 1 for each Grade of Success. If you attempt to create more with another action, the existing mirages dissipate immediately.

Each of the mirages are functionally lifeless, with no ability to take actions of their own. On your turn you can freely direct them to fly around like ghosts and act out actions, but they are completely intangible and pass straight through solid matter.
Nevertheless, if they would be attacked or otherwise lose HP, they immediately dissipate, and you can dispel individual mirages at-will.

You can use the mirages to effortlessly disguise your own actions as long as you have at least one near you. While doing so, you can Dodge as if Boosted by a Status Level equal to the number of mirages near you. Each successfully dodged Strike then causes one of the mirages to be hit instead, destroying them instantly.

Maintaining this illusion requires constant concentration; at the start of every turn you can choose and attempt one of the following:

- Pay 1 FP for every mirage still active.
- Make a Steady check with a Grade of Success for every turn that's already passed.

If you fail to do either of the above, all of your mirages disappear!

Resilient
A character with this Trait is hard to keep down. After being KO'd, they can make a Steady check as an action whenever they would normally be able to act.
With a Nice result they can get back up, and if they have less than 5 HP they recover back up to 5 HP; with an extra Grade of Success, they can act immediately, too!
Each successful Resilient check increases the required Grades of Success for future checks in that scene or encounter. If this would force the minimum required above Unbelievable, then that result becomes impossible.
If a Resilient character is KO'd by one of their Weaknesses, their Resilient Trait is rendered inactive until they can naturally recover.

Resist
A character with this Trait has some measure of Defense versus certain elements or effects, even protecting them from Piercing attacks or attacks they'd otherwise be weak to!
However, this Defense bonus only applies to the specified kind of attack.
If an attack or other effect of their resisted type would inflict a Status, this character receives +1d6 to checks to resist or overcome that Status for each point of Resist they have.
They may also take on a side-effect of the attack, similar to Immune, which applies even if the damage would be negated.
Where applicable, Immune overrules Resist, and Resist overrules Weakness.

Sinker
A character with this Trait cannot swim in water or other liquids, at all, though they can walk around at the bottom.
If they're Adapted to the environment, they don't risk drowning, and can move comfortably as if they were on dry land.
Otherwise, their ability to move (e.g. Athletics) is hampered, as if they were Weakened (1), and if they need to breathe they may risk drowning.

State
You are able to enter a different State, either at-will or in response to other actions, which provides its own benefits and drawbacks. The details vary from State to State.

Undead
A character with this Trait isn't, technically speaking, alive. They may still have the spark of "life", but they're fundamentally different from their living counterparts.

- Undead can never truly be ended; even if they aren't Resilient, their spirit will linger on in some fashion.
- Undead don't need to breathe, granting them a number of passive immunities in addition to their listed Traits (such as immunity to scent-based effects).
- Lifelike Undead (such as Boos or Broozers) can, and often need to, eat – though they may have different preferences to the living.
  However, True Undead (such as Dry Bones) can't eat at all, preventing them from using Mushrooms, Syrups and other curatives.
- Undead can't be healed through conventional means; typically, only Magic substitution or appropriate Magic-based Techniques will work, which may even need to be a particular element. True Undead can't even recover HP when they rest!
  Undead otherwise follow all the standard rules for recovering HP.

Weakness

You are vulnerable to a specific type of hazard, Technique or attack. You can still Guard against attacks that trigger your Weakness, and any Resists you have still apply, but you don't receive any Defense unless otherwise specified and may take on a negative effect.

Whenever a Strike would trigger your Weakness, you may take extra damage which can't be Guarded against, or the damage you've taken may be modified. Any other effects (like Statuses) only apply once per attack, no matter how many Strikes hit you.

If you can *Superguard* a Strike, though, you can ignore the Weakness altogether!

If the Technique would bestow a Status Effect on its own, that still applies even if you prevent the damage – and depending on your Weakness, it might even be worse than usual!

You usually can't protect against Statuses added by the triggering Technique or by your Weakness with Steady, unless one of your Resists applies, and instead have to suffer the full brunt of their effects. You can still reduce their duration through Steady actions on your turn, as normal.

Where applicable, Immune and Resist apply before Weakness.

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